WinDriver PCI/ISA/CardBus v9.10 User's Manual

Jungo Ltd

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Chapter 1

WinDriver Overview

In this chapter you will explore the uses of WinDriver, and learn the basic steps of creating your driver.

NOTE
This manual outlines WinDriver's support for PCI / PCMCIA / CardBus / ISA / EISA / CompactPCI / PCI Express devices. WinDriver also supports the Universal Serial Bus (**USB**). For detailed information regarding WinDriver USB, please refer to the WinDriver Product Line page on our web-site (http://www.jungo.com/windriver.html) and to the WinDriver USB User's Manual, which is available on-line at: http://www.jungo.com/support/support_windriver.html.

1.1 Introduction to WinDriver

WinDriver is a development toolkit that dramatically simplifies the difficult task of creating device drivers and hardware access applications. WinDriver includes a wizard and code generation features that automatically detect your hardware and generate the driver to access it from your application. The driver and application you develop using WinDriver is source code compatible across all supported operating systems [1.7]. The driver is binary compatible across Windows 98/Me/2000/XP/Server 2003/Vista. Bus architecture support includes PCI/PCMCIA/CardBus/ISA/EISA/CompactPCI/PCI Express (PCMCIA is supported only on Windows 2000/XP/Server 2003/Vista). WinDriver provides a complete solution for creating high-performance drivers.

Don't let the size of this manual fool you. WinDriver makes developing device drivers an easy task that takes hours instead of months. Most of this manual deals

with the features that WinDriver offers to the advanced user. However, most developers will find that reading this chapter and glancing through the DriverWizard and function reference chapters is all they need to successfully write their driver.

WinDriver supports development for all PCI / PCMCIA / CardBus / ISA / EISA / CompactPCI / PCI Express chipsets. Enhanced support is offered for PLX, Altera, AMCC and Xilinx PCI chipsets, as outlined in Chapter 7 of the manual.

Chapter 10 explains how to tune your driver code to achieve optimal performance, with special emphasis on WinDriver's Kernel PlugIn feature. This feature allows the developer to write and debug the entire device driver in the user mode, and later drop performance critical portions of the code into kernel mode. In this way the driver achieves optimal kernel-mode performance, while the developer need not sacrifice the ease of user-mode development. For a detailed overview of the Kernel PlugIn, refer to Chapters 11 – 12.

Visit Jungo's web site at `http://www.jungo.com` for the latest news about WinDriver and other driver development tools that Jungo offers.

1.2 Background

1.2.1 The Challenge

In protected operating systems such as Windows, Linux and Solaris, a programmer cannot access hardware directly from the application level (user mode), where development work is usually done. Hardware can only be accessed from within the operating system itself (kernel mode or Ring-0), utilizing software modules called device drivers. In order to access a custom hardware device from the application level, a programmer must do the following:

- Learn the internals of the operating system he is working on.
- Learn how to write a device driver.
- Learn new tools for developing/debugging in kernel mode (DDK, ETK, DDI/DKI).
- Write the kernel-mode device driver that does the basic hardware input/output.
- Write the application in user mode that accesses the hardware through the device driver written in kernel mode.
- Repeat the first four steps for each new operating system on which the code should run.

1.2.2 The WinDriver Solution

Easy Development: WinDriver enables Windows, Windows CE, Linux and Solaris programmers to create PCI/PCMCIA/CardBus/ISA/EISA/CompactPCI/PCI Express based device drivers in an extremely short time. WinDriver allows you to create your driver in the familiar user-mode environment, using MSDEV/Visual C/C++, MSDEV .NET, Borland C++ Builder, Borland Delphi, Visual Basic 6.0, MS eMbedded Visual C++, MS Platform Builder C++, GCC, or any other appropriate compiler. You do not need to have any device driver knowledge, nor do you have to be familiar with operating system internals, kernel programming, the DDK, ETK or DDI/DKI.

Cross Platform: The driver created with WinDriver will run on Windows 98/Me/2000/XP/Server 2003/Vista, Windows CE.NET, Windows Embedded CE v6.00, Windows Mobile 5.0/6.0, Linux and Solaris. In other words – write it once, run it on many platforms.

Friendly Wizards: DriverWizard (included) is a graphical diagnostics tool that lets you view/define the device's resources and test the communication with the hardware with just a few mouse clicks, before writing a single line of code. Once the device is operating to your satisfaction, DriverWizard creates the skeletal driver source code, giving access functions to all the resources on the hardware.

Kernel-Mode Performance: WinDriver's API is optimized for performance. For drivers that need kernel-mode performance, WinDriver offers the Kernel PlugIn. This powerful feature enables you to create and debug your code in user mode and run the performance-critical parts of your code (such as the interrupt handling or access to I/O mapped memory ranges) in kernel mode, thereby achieving kernel-mode performance (zero performance degradation). This unique feature allows the developer to run user-mode code in the OS kernel without having to learn how the kernel works. For a detailed overview of this feature, see Chapter 11.

Kernel PlugIn is not implemented under Windows CE. In this operating system there is no separation between kernel mode and user mode, therefore top performance can be achieved without using the Kernel PlugIn.

To improve the interrupt handling rate on Windows CE, follow the instructions in section 9.2.8.1 of the manual.

1.3 How Fast Can WinDriver Go?

You can expect the same throughput using the WinDriver Kernel PlugIn as when using a custom kernel driver. Throughput is constrained only by the limitations of your operating system and hardware. A rough estimate of the throughput you can obtain using the Kernel PlugIn is approximately 100,000 interrupts per second.

1.4 Conclusion

Using WinDriver, a developer need only do the following to create an application that accesses the custom hardware:

- Start DriverWizard and detect the hardware and its resources.
- Automatically generate the device driver code from within DriverWizard, or use one of the WinDriver samples as the basis for the application (see Chapter 7 for an overview of WinDriver's enhanced support for specific chipsets).
- Modify the user-mode application, as needed, using the generated/sample functions to implement the desired functionality for your application.

Your hardware access application will run on all the supported platforms [1.7] – just re-compile the code for the target platform. (The code is binary compatible across Windows 98/Me/2000/XP/Server 2003/Vista platforms, so there is no need to rebuild the code when porting the driver between these operating systems.)

1.5 WinDriver Benefits

- Easy user-mode driver development.
- Kernel PlugIn for high-performance drivers.
- Friendly DriverWizard allows hardware diagnostics without writing a single line of code.
- Automatically generates the driver code for the project in C, C#, Delphi (Pascal) or Visual Basic.
- Supports any PCI/PCMCIA/CardBus/ISA/EISA/CompactPCI/PCI Express device, regardless of manufacturer.
- Enhanced support for PLX, Altera, AMCC and Xilinx chipsets frees the developer from the need to study the hardware's specification.
- Applications are binary-compatible across Windows 98 / Me / 2000 / XP / Server 2003 / Vista.
- Applications are source code compatible across all supported operating systems – Windows 98 / Me / 2000 / XP / Server 2003 / Vista, Windows CE.NET, Windows Embedded CE v6.00, Windows Mobile 5.0/6.0, Linux and Solaris.
- Can be used with common development environments, including MSDEV/Visual C/C++, MSDEV .NET, Borland C++ Builder, Borland Delphi, Visual Basic 6.0, MS eMbedded Visual C++, MS Platform Builder C++, GCC, or any other appropriate compiler.
- No DDK, ETK, DDI or any system-level programming knowledge required.
- Supports I/O, DMA, interrupt handling and access to memory-mapped cards.
- Supports multiple CPUs and multiple PCI bus platforms (PCI / PCMCIA / CardBus / ISA / EISA / CompactPCI / PCI Express).
- Supports 64-bit PCI data transfers.
- Includes dynamic driver loader.
- Comprehensive documentation and help files.
- Detailed examples in C, C#, Delphi and Visual Basic 6.0.
- WHQL certifiable driver (Windows).
- Two months of free technical support.
- No run-time fees or royalties.

1.6 WinDriver Architecture

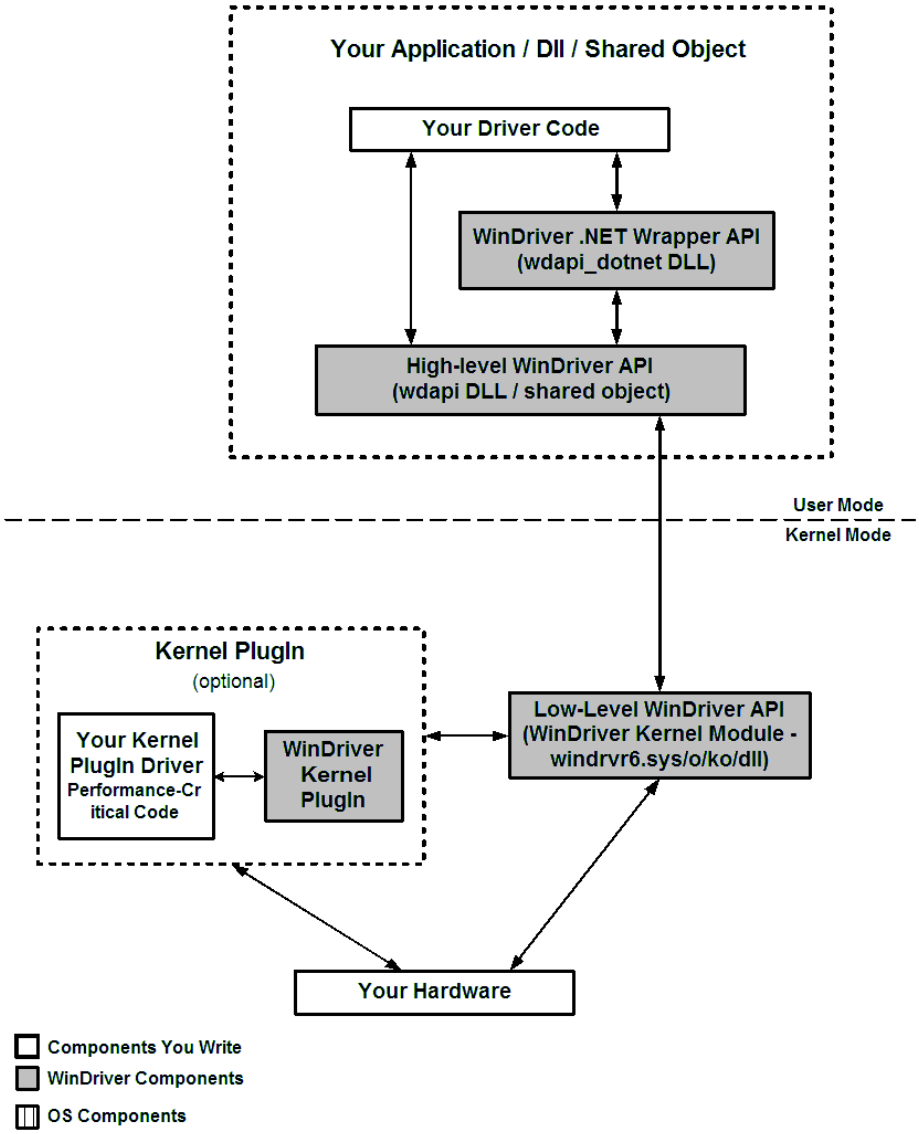

Figure 1.1: WinDriver Architecture

For hardware access, your application calls one of the WinDriver user-mode functions. The user-mode function calls the WinDriver kernel, which accesses the hardware for you through the native calls of the operating system.

WinDriver's design minimizes performance hits on your code, even though it is running in user mode. However, some hardware drivers have high performance requirements that cannot be achieved in user mode. This is where WinDriver's edge sharpens. After easily creating and debugging your code in user mode, you may drop the performance-critical modules of your code (such as a hardware interrupt handler) into the WinDriver Kernel PlugIn without changing them at all. Now, the WinDriver kernel calls this module from kernel mode, thereby achieving maximal performance. This allows you to program and debug in user mode, and still achieve kernel performance where needed. For a detailed overview of the Kernel PlugIn feature, see Chapter 11.
Kernel PlugIn is not implemented under Windows CE. In this operating system there is no separation between kernel mode and user mode, therefore top performance can be achieved without using the Kernel PlugIn.
To improve the interrupt handling rate on Windows CE, follow the instructions in section 9.2.8.1 of the manual.

1.7 What Platforms Does WinDriver Support?

WinDriver supports the following operating systems:

- Windows 98/Me/2000/XP/Server 2003/Vista – henceforth collectively: **"Windows"**.
- Windows CE 4.x – 5.x (Windows CE.NET), Windows Embedded CE v6.00, Windows Mobile 5.0/6.0 – henceforth collectively: **"Windows CE"**.
- Linux
- Solaris

Support for Windows NT 4.0 and VxWorks is available in earlier versions.

The same source code will run on all supported platforms – simply re-compile it for the target platform. The source code is binary compatible across Windows 98/Me/2000/XP/Server 2003/Vista, so executables created with WinDriver can be ported among these operating systems without re-compilation.

Even if your code is meant only for one of the supported operating systems, using WinDriver will give you the flexibility to move your driver to another operating system in the future without needing to change your code.

1.8 Limitations of the Different Evaluation Versions

All the evaluation versions of WinDriver are full featured. No functions are limited or crippled in any way. The evaluation version of WinDriver varies from the registered version in the following ways:

- Each time WinDriver is activated, an **Un-registered** message appears.
- When using the DriverWizard, a dialogue box with a message stating that an evaluation version is being run appears on every interaction with the hardware.
- In the Linux, Solaris and Windows CE versions, the driver will remain operational for 60 minutes, after which time it must be restarted.
- The Windows evaluation version expires 30 days from the date of installation.

For more details please refer to appendix D.

1.9 How Do I Develop My Driver with WinDriver?

1.9.1 On Windows , Linux and Solaris

1. Start DriverWizard and use it to diagnose your hardware – see details in Chapter 4.
2. Let DriverWizard generate skeletal code for your driver, or use one of the WinDriver samples as the basis for your driver application (see Chapter [7] for details regarding WinDriver's enhanced support for specific chipsets).
3. Modify the generated/sample code to suit your application's needs.
4. Run and debug your driver in the user mode.
5. If your code contains performance-critical sections, refer to Chapter 10 for suggestions on how to improve your driver's performance.

NOTE
The code generated by DriverWizard is a diagnostics program that contains functions that read and write to any resource detected or defined (including custom-defined registers), enables your card's interrupts, listens to them, and more.

1.9.2 On Windows CE

1. Plug your hardware into a Windows host machine.
2. Diagnose your hardware using DriverWizard.
3. Let DriverWizard generate your driver's skeletal code.
4. Modify this code using eMbedded Visual C++ to meet your specific needs. If you are using Platform Builder, activate it and insert the generated ***.pbp** into your workspace.
5. Test and debug your code and hardware from the CE emulation running on the host machine.

TIP
If you cannot plug your hardware into a Windows host machine, you can still use DriverWizard to generate code for your device by manually entering all your resources in the wizard. Let DriverWizard generate your code and then test it on your hardware using a serial connection. After verifying that the generated code works properly, modify it to meet your specific needs. You may also use (or combine) any of the sample files for your driver's skeletal code.

1.10 What Does the WinDriver Toolkit Include?

- A printed version of this manual
- Two months of free technical support (Phone/Fax/Email)
- WinDriver modules
- The WinDriver CD
  - Utilities
  - Chipset support APIs
  - Sample files

1.10.1 WinDriver Modules

- WinDriver (**WinDriver/include**) – the general purpose hardware access toolkit. The main files here are:
  - **windrvr.h**: Declarations and definitions of WinDriver's basic API.
  - **wdc_lib.h** and **wdc_defs.h**: Declarations and definitions of the WinDriver Card (WDC) library, which provides convenient wrapper APIs for accessing PCI/PCMCIA/CardBus/ISA/EISA/CompactPCI/PCI Express devices (see Chapter B.2).
  - **windrvr_int_thread.h**: Declarations of convenient wrapper functions to simplify interrupt handling.
  - **windrvr_events.h**: Declarations of APIs for handling and Plug-and-Play and power management events.
  - **utils.h**: Declarations of general utility functions.
  - **status_strings.h**: Declarations of API for converting WinDriver status codes to descriptive error strings.
- DriverWizard (**WinDriver/wizard/wdwizard**) – a graphical tool that diagnoses your hardware and enables you to easily generate code for your driver (refer to Chapter 4 for details).
- Graphical Debugger (**WinDriver/util/wddebug_gui**) – a graphical debugging tool that collects information about your driver as it runs.
  WinDriver also includes a console version of this program (**WinDriver/util/wddebug**), which can be used on platforms that have no GUI support, such as Windows CE.
  For details regarding the Debug Monitor, refer to section 6.2.
- WinDriver distribution package (**WinDriver/redist** – Windows, Windows CE, Linux and Solaris ; **WinDriver****redist_win98_compat** – Windows 98/Me/2000/XP/Server 2003/Vista) – the files you include in the driver distribution to customers.
- WinDriver Kernel PlugIn – the files and samples needed to create a kernel-mode Kernel PlugIn driver (refer to Chapter 11 for details.)
- This manual – the full WinDriver manual (this document), in different formats, can be found under the **WinDriver/docs** directory.

1.10.2 Utilities

- **pci_dump.exe** (**WinDriver/util/pci_dump.exe**) – used to obtain a dump of the PCI configuration registers of the installed PCI cards.
- **pci_diag.exe** (**WinDriver/util/pci_diag.exe**) – used for reading/writing PCI configuration registers, accessing PCI I/O and memory ranges and handling PCI interrupts.
- **pci_scan.exe** (**WinDriver/util/pci_scan.exe**) – used to obtain a list of the PCI cards installed and the resources allocated for each card.
- **pcmcia_diag.exe** (**WinDriver/util/pcmcia_diag.exe**) – used for reading/writing PCMCIA attribute space, accessing PCMCIA I/O and memory ranges and handling PCMCIA interrupts.
- **pcmcia_scan.exe** (**WinDriver/util/pcmcia_scan.exe**) – used to obtain a list of the PCMCIA cards installed and the resources allocated for each card.

The Windows CE version also includes:

- **REDIST****...** **X86EMU****WINDRVR_CE_EMU.DLL**: DLL that communicates with the WinDriver kernel – for the x86 HPC emulation mode of Windows CE.
- **REDIST****...** **X86EMU****WINDRVR_CE_EMU.LIB:** an import library that is used to link with WinDriver applications that are compiled for the x86 HPC emulation mode of Windows CE.

1.10.3 WinDriver's Specific Chipset Support

WinDriver provides custom wrapper APIs and sample code for major PCI chipsets (see Chapter 7), including for the following chipsets:

- PLX 9030, 9050, 9052, 9054, 9056, 9080 and 9656 – **WinDriver/plx**
- AMCC S5933 – **WinDriver/amcc**
- Altera pci_dev_kit – **WinDriver/altera/pci_dev_kit**
- Xilinx VirtexII and Virtex 5 – **WinDriver/xilinx/**

1.10.4 Samples

In addition to the samples provided for specific chipsets [1.10.3], WinDriver includes a variety of samples that demonstrate how to use WinDriver's API to communicate with your device and perform various driver tasks.

- C samples: found under the **WinDriver/samples** directory.
  These samples also include the source code for the utilities listed above [1.10.2].
- .NET C# samples (Windows): found under the **WinDriver\csharp.net** directory.
- Delphi (Pascal) samples (Windows) **WinDriver\delphi\samples** directory.
- Visual Basic samples (Windows): found under the **WinDriver\vb\samples** directory.

1.11 Can I Distribute the Driver Created with WinDriver?

Yes. WinDriver is purchased as a development toolkit, and any device driver created using WinDriver may be distributed, royalties free, in as many copies as you wish. See the license agreement (**WinDriver/docs/license.pdf**) for more details.

Chapter 2

Understanding Device Drivers

This chapter provides you with a general introduction to device drivers and takes you through the structural elements of a device driver.

NOTE
Using WinDriver, you do not need to familiarize yourself with the internal workings of driver development. As explained in Chapter 1 of the manual, WinDriver enables you to communicate with your hardware and develop a driver for your device from the user mode, using only WinDriver's simple APIs, without any need for driver or kernel development knowledge.

2.1 Device Driver Overview

Device drivers are the software segments that provides an interface between the operating system and the specific hardware devices such as terminals, disks, tape drives, video cards and network media. The device driver brings the device into and out of service, sets hardware parameters in the device, transmits data from the kernel to the device, receives data from the device and passes it back to the kernel, and handles device errors.

A driver acts like a translator between the device and programs that use the device. Each device has its own set of specialized commands that only its driver knows. In contrast, most programs access devices by using generic commands. The driver, therefore, accepts generic commands from a program and then translates them into specialized commands for the device.

2.2 Classification of Drivers According to Functionality

There are numerous driver types, differing in their functionality. This subsection briefly describes three of the most common driver types.

2.2.1 Monolithic Drivers

Monolithic drivers are device drivers that embody all the functionality needed to support a hardware device. A monolithic driver is accessed by one or more user applications, and directly drives a hardware device. The driver communicates with the application through I/O control commands (IOCTLs) and drives the hardware using calls to the different DDK, ETK, DDI/DKI functions.

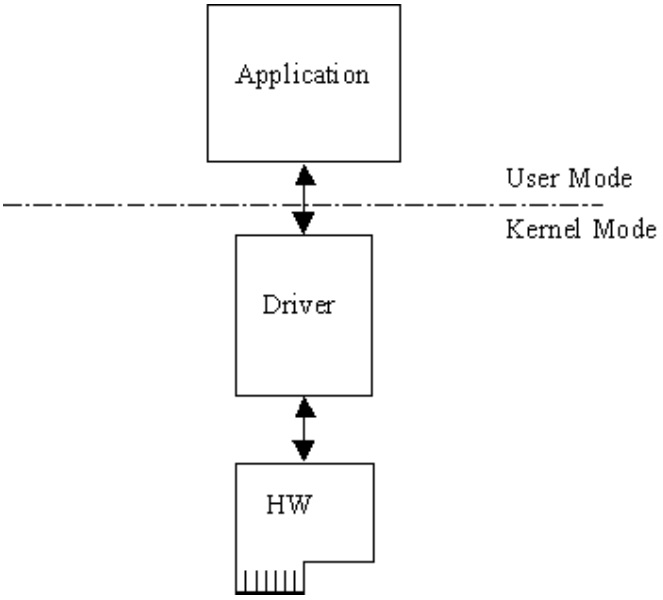

Figure 2.1: Monolithic Drivers

Monolithic drivers are supported in all operating systems including all Windows platforms and all Unix platforms.

2.2.2 Layered Drivers

Layered drivers are device drivers that are part of a stack of device drivers that together process an I/O request. An example of a layered driver is a driver that intercepts calls to the disk and encrypts/decrypts all data being transferred to/from the disk. In this example, a driver would be hooked on to the top of the existing driver and would only do the encryption/decryption.

Layered drivers are sometimes also known as filter drivers, and are supported in all operating systems including all Windows platforms and all Unix platforms.

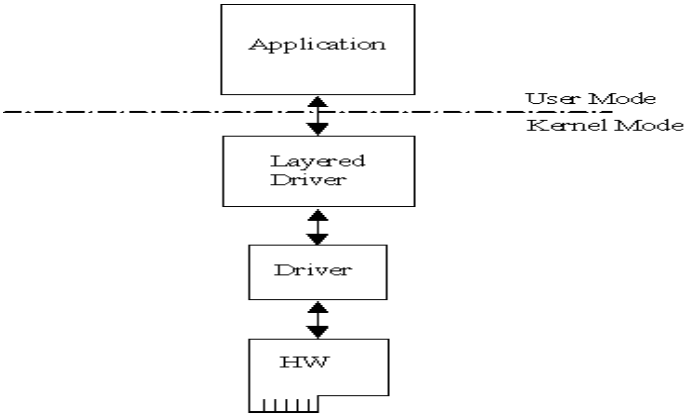

Figure 2.2: Layered Drivers

2.2.3 Miniport Drivers

A Miniport driver is an add-on to a class driver that supports miniport drivers. It is used so the miniport driver does not have to implement all of the functions required of a driver for that class. The class driver provides the basic class functionality for the miniport driver.
A class driver is a driver that supports a group of devices of common functionality, such as all HID devices or all network devices.

Miniport drivers are also called miniclass drivers or minidrivers, and are supported in the Windows NT (2000) family, namely Windows NT/2000/XP/Server 2003/Vista.

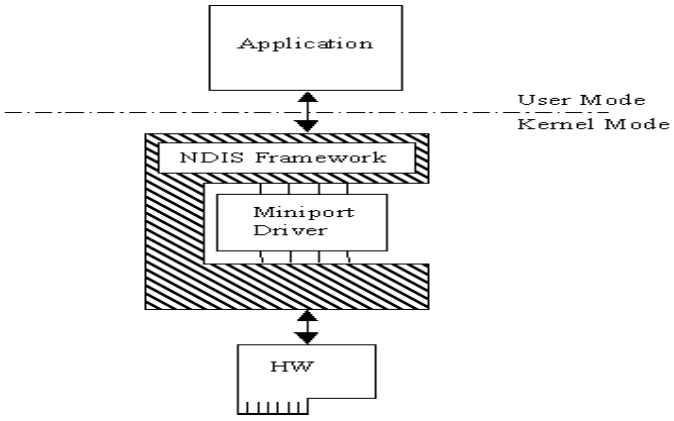

Figure 2.3: Miniport Drivers

Windows NT/2000/XP/Server 2003/Vista provide several driver classes (called ports) that handle the common functionality of their class. It is then up to the user to add only the functionality that has to do with the inner workings of the specific hardware. The NDIS miniport driver is one example of such a driver. The NDIS miniport framework is used to create network drivers that hook up to NT's communication stacks, and are therefore accessible to common communication calls used by applications. The Windows NT kernel provides drivers for the various communication stacks and other code that is common to communication cards. Due to the NDIS framework, the network card developer does not have to write all of this code, only the code that is specific to the network card he is developing.

2.3 Classification of Drivers According to Operating Systems

2.3.1 WDM Drivers

WDM (Windows Driver Model) drivers are kernel-mode drivers within the Windows NT and Windows 98 operating system families. The Windows NT family includes Windows NT/2000/XP/Server 2003/Vista, and the Windows 98 family includes Windows 98 and Windows Me.

WDM works by channeling some of the work of the device driver into portions of the code that are integrated into the operating system. These portions of code handle all of the low-level buffer management, including DMA and Plug and Play (Pnp) device enumeration.

WDM drivers are PnP drivers that support power management protocols, and include monolithic drivers, layered drivers and miniport drivers.

2.3.2 VxD Drivers

VxD drivers are Windows 95/98/Me Virtual Device Drivers, often called VxDs because the file names end with the .vxd extension. VxD drivers are typically monolithic in nature. They provide direct access to hardware and privileged operating system functions. VxD drivers can be stacked or layered in any fashion, but the driver structure itself does not impose any layering.

2.3.3 Unix Device Drivers

In the classic Unix driver model, devices belong to one of three categories: character (char) devices, block devices and network devices. Drivers that implement these devices are correspondingly known as char drivers, block drivers or network drivers. Under Unix, drivers are code units linked into the kernel that run in privileged kernel mode. Generally, driver code runs on behalf of a user-mode application. Access to Unix drivers from user-mode applications is provided via the file system. In other words, devices appear to the applications as special device files that can be opened.

Unix device drivers are either layered or monolithic drivers. A monolithic driver can be perceived as a one-layer layered driver.

2.3.4 Linux Device Drivers

Linux device drivers are based on the classic Unix device driver model. In addition, Linux introduces some new characteristics.

Under Linux, a block device can be accessed like a character device, as in Unix, but also has a block-oriented interface that is invisible to the user or application.

Traditionally, under Unix, device drivers are linked with the kernel, and the system is brought down and restarted after installing a new driver. Linux introduces the concept of a dynamically loadable driver called a module. Linux modules can be loaded or removed dynamically without requiring the system to be shut down. A Linux driver can be written so that it is statically linked or written in a modular form that allows it to be dynamically loaded. This makes Linux memory usage very efficient because modules can be written to probe for their own hardware and unload themselves if they cannot find the hardware they are looking for.

Like Unix device drivers, Linux device drivers are either layered or monolithic drivers.

2.3.5 Solaris Device Drivers

Solaris device drivers are also based on the classic Unix device driver model. Like Linux drivers, Solaris drivers may be either statically linked with the kernel or dynamically loaded and removed from the kernel.

Like Unix and Linux device drivers, Solaris device drivers are either layered or monolithic drivers.

2.4 The Entry Point of the Driver

Every device driver must have one main entry point, like the `main()` function in a C console application. This entry point is called `DriverEntry()` in Windows and `init_module()` in Linux. When the operating system loads the device driver, this driver entry procedure is called.

There is some global initialization that every driver needs to perform only once when it is loaded for the first time. This global initialization is the responsibility of the `DriverEntry()`/`init_module()` routine. The entry function also registers which driver callbacks will be called by the operating system. These driver callbacks are operating system requests for services from the driver. In Windows, these callbacks are called *dispatch routines*, and in Linux they are called *file operations*. Each registered callback is called by the operating system as a result of some criteria, such as disconnection of hardware, for example.

2.5 Associating the Hardware to the Driver

Operating systems differ in how they link a device to its driver.
In Windows, the link is performed by the INF file, which registers the device to work with the driver. This association is performed before the `DriverEntry()` routine is called. The operating system recognizes the device, looks up in its database which INF file is associated with the device, and according to the INF file, calls the driver's entry point.

In Linux, the link between a device and its driver is defined in the `init_module()` routine. The `init_module()` routine includes a callback which states what hardware the driver is designated to handle. The operating system calls the driver's entry point, based on the definition in the code.

2.6 Communicating with Drivers

A driver can create an instance, thus enabling an application to open a handle to the driver through which the application can communicate with it.
The applications communicate with the drivers using a file access API (Application Program Interface). Applications open a handle to the driver using `CreateFile()` call (in Windows), or `open()` call (in Linux) with the name of the device as the file name. In order to read from and write to the device, the application calls `ReadFile()` and `WriteFile()` (in Windows), or `read()`, `write()` in Linux.
Sending requests is accomplished using an I/O control call, called `DeviceIoControl()` (in Windows), and `ioctl()` in Linux. In this I/O control call, the application specifies:

- The device to which the call is made (by providing the device's handle).
- An IOCTL code that describes which function this device should perform.
- A buffer with the data on which the request should be performed.

The IOCTL code is a number that the driver and the requester agree upon for a common task.

The data passed between the driver and the application is encapsulated into a structure. In Windows, this structure is called an I/O Request Packet (IRP), and is encapsulated by the I/O Manager. This structure is passed on to the device driver, which may modify it and pass it down to other device drivers.

Chapter 3

Installing WinDriver

This chapter takes you through the process of installing WinDriver on your development platform, and shows you how to verify that your WinDriver is properly installed. The last section discusses the uninstall procedure. To find out how to install the driver you create on target platforms, refer to Chapter 14.

3.1 System Requirements

3.1.1 Windows System Requirements

3.1.1.1 Windows 98/Me System Requirements

- Any x86 32-bit processor.
- Any 32-bit development environment supporting C, VB or Delphi.

3.1.1.2 Windows 2000/XP/Server 2003/Vista System Requirements

- Any x86 32-bit or 64-bit (x64: AMD64 or Intel EM64T) processor.
- Any development environment supporting C, .NET, VB or Delphi.
- Windows 2000 requires SP4.
- Windows XP requires SP2.

3.1.2 Windows CE System Requirements

- An x86 / MIPS / ARM Windows Embedded CE v6.00 or Windows CE 4.x – 5.0 (.NET) target platform
  or:
  an ARMV4I Windows Mobile 5.0/6.0 target platform.
- Windows 2000/XP/Server 2003/Vista host development platform.
- For **Windows CE 4.x – 5.0**: Microsoft eMbedded Visual C++ with a corresponding target SDK **OR** Microsoft Platform Builder with a corresponding BSP (Board Support Package) for the target platform.

  For **Windows Embedded CE 6.0**: Microsoft Visual Studio (MSDEV) .NET with the Windows CE 6.0 plugin.

  For **Windows Mobile**: Microsoft Visual Studio (MSDEV) .NET 2005.

3.1.3 Linux System Requirements

- Any 32-bit x86 processor with a Linux 2.2.x, 2.4.x or 2.6.x kernel
  or:
  Any 64-bit x86 AMD64 or Intel EM64T (**x86_64**) processor – with a Linux 2.4.x or 2.6.x kernel
  or:
  Any PowerPC 32-bit processor with a Linux 2.4.x or 2.6.x kernel
  or:
  Any PowerPC 64-bit processor with a Linux 2.6.x kernel
- A GCC compiler.

  NOTE
  The version of the GCC compiler should match the compiler version used for building the running Linux kernel.

- Any 32-bit or 64-bit development environment (depending on your target configuration) supporting C for user mode.
- On your development PC: **glibc2.3.x**.
- **libstdc++.so.5** is required for running GUI WinDriver applications (e.g. DriverWizard [4] ; Debug Monitor [6.2]).

3.1.4 Solaris System Requirements

- Solaris 8 / 9 / 10 / OpenSolaris.

  NOTE
  For Solaris 8 it is recommended to use update 3 or higher (available from Sun: http://www.sun.com).

- 64-bit or 32-bit kernel on SPARC platform
  OR
  32-bit kernel on x86 platform.
- Any development environment supporting C (such as GCC).
- WinDriver 5.22 is still provided for Solaris 2.6/7.0 32-bit kernel on Intel x86 platform.

NOTE
If you have chosen a development environment other than GCC, make sure *libgcc* is installed on your computer. You can download it from the following URL: http://www.sunfreeware.com.
Set the LD_LIBRARY_PATH to the location of your *libgcc*, a probable location would be: LD_LIBRARY_PATH= **/usr/local/lib:/usr/local/lib/sparcv9**

3.2 WinDriver Installation Process

The WinDriver CD contains all versions of WinDriver for all the different operating systems. The CD's root directory contains the Windows 98/Me/2000/XP/Server 2003/Vista and Windows CE version. This will automatically begin when you insert the CD into your CD drive. The other versions of WinDriver are located in sub-directories, i.e. **Linux/**, **Wince/**, etc.

3.2.1 Windows WinDriver Installation Instructions

NOTE
You must have administrative privileges in order to install WinDriver on Windows 98/Me/2000/XP/Server 2003/Vista.

1. Insert the WinDriver CD into your CD-ROM drive.
   When installing WinDriver by downloading it from Jungo's web site instead of using the WinDriver CD, double click the downloaded installation file – **WD910.EXE** – and go to step 3.
2. Wait a few seconds until the installation program starts automatically. If for some reason it does not start automatically, double-click the file **WD910.EXE** and click the **Install WinDriver** button.
3. Read the license agreement carefully, and click **Yes** if you accept its terms.
4. Choose the destination location in which to install WinDriver.
5. In the **Setup Type** screen, choose one of the following:
   - **Typical** – install all WinDriver modules (generic WinDriver toolkit + specific chipset APIs).
   - **Compact** – install only the generic WinDriver toolkit.
   - **Custom** – select which WinDriver modules to install.
6. After the installer finishes copying the required files, choose whether to view the Quick Start guides.
7. You may be prompted to reboot your computer.

NOTE

The WinDriver installation defines a **`WD_BASEDIR`** environment variable, which is set to point to the location of your WinDriver directory, as selected during the installation. This variable is used during the DriverWizard [4] code generation – it determines the default directory for saving your generated code and is used in the include paths of the generated project/make files. This variable is also used from the sample Kernel PlugIn projects and makefiles.

Therefore, if you decide to change the name and/or location of your WinDriver directory after the installation, you should also edit the value of the `WD_BASEDIR` environment variable and set it to point to the location of your new WinDriver directory. You can edit the value of `WD_BASEDIR` by following these steps:

1. Open the **System Properties** dialogue: **Start | System | Control Panel | System**.
2. In the **Advanced** tab, click the **Environment Variables** button.
3. In the **System variables** box, select the `WD_BASEDIR` variable and click the **Edit ...** button or double-click the mouse on the variable.
4. In the **Edit System Variable** dialogue, replace the **Variable Value** with the full path to your new WinDriver directory, then click **OK**, and click **OK** again from the **System Properties** dialogue.

The following steps are for registered users only:

In order to register your copy of WinDriver with the license you received from Jungo, follow the steps below:

8. Activate DriverWizard GUI (**Start | Programs | WinDriver | DriverWizard**).
9. Select the **Register WinDriver** option from the **File** menu and insert the license string you received from Jungo. Click the **Activate License** button.
10. To register source code that you developed during the evaluation period, refer to the documentation of `WDC_DriverOpen()` [B.3.2].

    When using the low-level `WD_xxx` API instead of the `WDC_xxx` API [B.2] (which is used by default), refer to the documentation of `WD_License()` in the **WinDriver PCI Low-Level API Reference**.

3.2.2 Windows CE WinDriver Installation Instructions

3.2.2.1 Installing WinDriver CE when Building New CE-Based Platforms

NOTES

- The following instructions apply to platform developers who build Windows CE kernel images using Windows CE Platform Builder or using MSDEV 2005 with the Windows CE 6.0 plugin. The instructions use the notation **"Windows CE IDE"** to refer to either of these platforms.
- We recommend that you read Microsoft's documentation and understand the Windows CE and device driver integration procedure before you perform the installation.

1. Edit the project registry file to match your target hardware. If you select to use the WinDriver component, as outlined in step 2, the registry file to modify is **WinDriver\samples\wince_install \<TARGET_CPU>\WinDriver.reg** (e.g. **WinDriver\samples\wince_install\ARMV4I\ WinDriver.reg**). Otherwise, modify the **WinDriver\samples\wince_install\project_wd.reg** file.
2. You can simplify the driver integration into your Windows CE platform by following the procedure described in this step before the Sysgen platform compilation stage.

   NOTE:

   - The procedure described in this step is relevant only for developers who use Windows CE 4.x-5.x with Platform Builder.
     Developers who use Windows CE 6.x with MSDEV 2005 should skip to the next step [3].
   - This procedure provides a convenient method for integrating WinDriver into your Windows CE platform. If you select not to use this method, you will need to perform the manual integration steps described in step 4 below after the Sysgen stage.
   - The procedure described in this step also adds the WinDriver kernel module (**windrvr6.dll**) to your OS image. This is a necessary step if you want the WinDriver CE kernel file (**windrvr6.dll**) to be a permanent part of the Windows CE image (**NK.BIN**), which is the case if you select to transfer the file to your target platform using a floppy disk. However, if you prefer to have the file **windrvr6.dll** loaded on demand via the CESH/PPSH services, you need to perform the manual integration method described in step 4 instead of performing the procedure described in the present step.

(a) Run the Windows CE IDE and open your platform.

(b) From the **File** menu select **Manage Catalog Items....** and then click the **Import...** button and select the **WinDriver.cec** file from the relevant **WinDriver\samples\wince_install\<TARGET_CPU>** directory (e.g. **WinDriver\samples\wince_install\ARMV4I**).
This will add a WinDriver component to the Platform Builder Catalog.

(c) In the **Catalog** view, right-click the mouse on the **WinDriver Component** node in the **Third Party** tree and select **Add to OS design**.

3. Compile your Windows CE platform (Sysgen stage).

4. If you did not perform the procedure described in step 2 above, perform the following steps after the Sysgen stage in order to manually integrate the driver into your platform.

   NOTE: If you followed the procedure described in step 2, skip this step and go directly to step 5.

   (a) Run the Windows CE IDE and open your platform.

   (b) Select **Open Release Directory** from the **Build** menu.

   (c) Copy the WinDriver CE kernel file – **WinDriver\redist\<TARGET_CPU>\windrvr6.dll** – to the **%_FLATRELEASEDIR%** sub-directory on the target development platform (should be the current directory in the new command window).

   (d) Append the contents of the **project_wd.reg** file in the **WinDriver\samples\wince_install** directory to the **project.reg** file in the **%_FLATRELEASEDIR%** sub-directory.

   (e) Append the contents of the **project_wd.bib** file in the **WinDriver\samples\wince_install** directory to the **project.bib** file in the **%_FLATRELEASEDIR%** sub-directory.

   This step is only necessary if you want the WinDriver CE kernel file (**windrvr6.dll**) to be a permanent part of the Windows CE image (**NK.BIN**), which is the case if you select to transfer the file to your target platform using a floppy disk. If you prefer to have the file **windrvr6.dll** loaded on demand via the CESH/PPSH services, you do not need to carry out this step until you build a permanent kernel.

5. Select **Make Run-Time Image** from the **Build** menu and name the new image **NK.BIN**.

6. Download your new kernel to the target platform and initialize it either by selecting **Download/Initialize** from the **Target** menu or by using a floppy disk.

7. Restart your target CE platform. The WinDriver CE kernel will automatically load.
8. Compile and run the sample programs to make sure that WinDriver CE is loaded and is functioning correctly (see section 3.4.2, which describes how to check your installation).

3.2.2.2 Installing WinDriver CE when Developing Applications for Windows CE Computers

NOTE
Unless otherwise specified, "Windows CE" references in this section include all supported Windows CE platforms, including Windows Mobile.

The following instructions apply to driver developers who do not build the Windows CE kernel, but only download their drivers, built using Microsoft eMbedded Visual C++ (Windows CE 4.x – 5.x) or MSDEV .NET 2005 (Windows Mobile or Windows CE 6.x) to a ready-made Windows CE platform:

1. Insert the WinDriver CD into your Windows host CD drive.
2. Exit the automatic installation.
3. Double click the **CD_SETUP.EXE** file found in the **WINCE**\ directory on the CD. This will copy all required WinDriver files to your host development platform.
4. Copy WinDriver's kernel module – **windrvr6.dll** – from the **WinDriver****redist****WINCE****<TARGET_CPU>** directory on the Windows host development PC to the **Windows**\ directory on your target Windows CE platform.
5. Add WinDriver to the list of device drivers Windows CE loads on boot:
   - Modify the registry according to the entries documented in the file **WinDriver****samples****wince_install**\ **project_wd.reg**. This can be done using the Windows CE Pocket Registry Editor on the hand-held CE computer or by using the Remote CE Registry Editor Tool supplied with MS eMbedded Visual C++ (Windows CE 4.x – 5.x) / MSDEV .NET 2005 (Windows Mobile or Windows CE 6.x). Note that in order to use the Remote CE Registry Editor tool you will need to have Windows CE Services installed on your Windows host platform.
   - On Windows Mobile the operating system's security scheme prevents the loading of unsigned drivers at boot time, therefore the WinDriver

kernel module has to be reloaded after boot. To load WinDriver on the target Windows Mobile platform every time the OS is started, copy the **WinDriver\redist\Windows_Mobile_5_ARMV4I\ wdreg.exe** utility to the **Windows\StartUp** directory on the target.

6. Restart your target CE computer. The WinDriver CE kernel will automatically load. You will have to do a warm reset rather than just suspend/resume (use the reset or power button on your target CE computer).
7. Compile and run the sample programs to make sure that WinDriver CE is loaded and is functioning correctly (see section 3.4, which describes how to check your installation).

3.2.2.3 Windows CE Installation Note

The WinDriver installation on the host Windows 2000/XP/Server 2003/Vista PC defines a **WD_BASEDIR** environment variable, which is set to point to the location of your WinDriver directory, as selected during the installation. This variable is used during the DriverWizard [4] code generation – it determines the default directory for saving your generated code and is used in the include paths of the generated project/make files.

Therefore, if you decide to change the name and/or location of your host WinDriver directory after the installation, you should also edit the value of the `WD_BASEDIR` environment variable and set it to point to the location of your new WinDriver directory. You can edit the value of `WD_BASEDIR` by following these steps:

1. Open the **System Properties** dialogue: **Start | System | Control Panel | System**.
2. In the **Advanced** tab, click the **Environment Variables** button.
3. In the **System variables** box, select the `WD_BASEDIR` variable and click the **Edit ...** button or double-click the mouse on the variable.
4. In the **Edit System Variable** dialogue, replace the **Variable Value** with the full path to your new WinDriver directory, then click **OK**, and click **OK** again from the **System Properties** dialogue.

Note that if you install the WinDriver Windows 98/Me/2000/XP/Server 2003/Vista tool-kit on the same host PC, the installation will override the value of the `WD_BASEDIR` variable from the Windows CE installation.

3.2.3 Linux WinDriver Installation Instructions

3.2.3.1 Preparing the System for Installation

In Linux, kernel modules must be compiled with the same header files that the kernel itself was compiled with. Since WinDriver installs the kernel module **windrvr6.o/.ko**, it must compile with the header files of the Linux kernel during the installation process.

Therefore, before you install WinDriver for Linux, verify that the Linux source code and the file **versions.h** are installed on your machine:

Install the Linux kernel source code:

- If you have yet to install Linux, install it, including the kernel source code, by following the instructions for your Linux distribution.
- If Linux is already installed on your machine, check whether the Linux source code was installed. You can do this by looking for 'linux' in the **/usr/src** directory. If the source code is not installed, either install it, or reinstall Linux with the source code, by following the instructions for your Linux distribution.

Install version.h:

- The file **version.h** is created when you first compile the Linux kernel source code. Some distributions provide a compiled kernel without the file **version.h**. Look under **/usr/src/linux/include/linux** to see if you have this file. If you do not, follow these steps in order to install the file:
  1. Type:
     `$ make xconfig`
  2. Save the configuration by choosing **Save and Exit**.
  3. Type:
     `$ make dep`

In order to run GUI WinDriver applications (e.g. DriverWizard [4] ; Debug Monitor [6.2]) you must also have version 5.0 of the **libstdc++** library – **libstdc++.so.5**. If you do not have this file, install it from the relevant RPM in your Linux distribution (e.g. **compat-libstdc++**).

Before proceeding with the installation, you must also make sure that you have a 'linux' symbolic link. If you do not, create one by typing:
`/usr/src$ ln -s <target kernel>/ linux`
For example, for the Linux 2.4 kernel type:
`/usr/src$ ln -s linux-2.4/ linux`

3.2.3.2 Installation

1. Insert the WinDriver CD into your Linux machine's CD drive or copy the downloaded file to your preferred directory.
2. Change directory to your preferred installation directory, for example to your home directory:
   `$ cd ~`
3. Extract the WinDriver distribution file – **WD910LN.tgz**:
   `$ tar xvzf /<file location>/WD910LN.tgz`

   For example:

   - From a CD:
     `$ tar xvzf /mnt/cdrom/LINUX/WD910LN.tgz`
   - From a downloaded file:
     `$ tar xvzf /home/username/WD910LN.tgz`
4. Change directory to your WinDriver **redist/** directory (the tar automatically creates a **WinDriver/** directory):
   `$ cd <WinDriver directory path>/redist`
5. Install WinDriver:

   (a) `<WinDriver directory>/redist$ ./configure`

   > **NOTE**
   > The **`configure`** script creates a **makefile** based on your specific running kernel. You may run the **`configure`** script based on another kernel source you have installed, by adding the flag **`--with-kernel-source=<path>`** to the configure script. The <path> is the full path to the kernel source directory, e.g. **/usr/src/linux**.

   (b) `<WinDriver directory>/redist$ make`

   (c) Become super user:
   `<WinDriver directory>/redist$ su`

   (d) Install the driver:
   `<WinDriver directory>/redist# make install`
6. Create a symbolic link so that you can easily launch the DriverWizard GUI:
   `$ ln -s <full path to WinDriver>/wizard/wdwizard/ usr/bin/wdwizard`
7. Change the read and execute permissions on the file **wdwizard** so that ordinary users can access this program.

8. Change the user and group IDs and give read/write permissions to the device file **/dev/windrvr6** depending on how you wish to allow users to access hardware through the device.

   If you are using a Linux 2.6.x kernel that has the **udev** file system, change the permissions by modifying your **/etc/udev/permissions.d/50-udev.permissions** file. For example, add the following line to provide read and write permissions:
   `windrvr6:root:root:0666`

   Otherwise, use the **`chmod`** command, for example:
   `chmod 666 /dev/windrvr6`

9. Define a new **`WD_BASEDIR`** environment variable and set it to point to the location of your WinDriver directory, as selected during the installation. This variable is used in the make and source files of the WinDriver samples and generated DriverWizard [4] code and is also used to determine the default directory for saving your generated DriverWizard project. If you do not define this variable you will be instructed to do so when attempting to build the sample/generated code using the WinDriver makefiles.
   NOTE: If you decide to change the name and/or location of your WinDriver directory after the installation, you should also edit the value of the `WD_BASEDIR` environment variable and set it to point to the location of your new WinDriver directory.

10. You can now start using WinDriver to access your hardware and generate your driver code!

TIP
You can use the **wdreg** script to load the WinDriver kernel module [13.3].
To automatically load **windrvr6.o/.ko** on each boot, run the **wdreg** script from the target Linux **/etc/rc.d/rc.local** file:
`wdreg windrvr6`

The following steps are for registered users only

In order to register your copy of WinDriver with the license you received from Jungo, follow the steps below:

11. Activate the DriverWizard GUI:
    `<path to WinDriver>/wizard/wdwizard`

12. Select the **Register WinDriver** option from the **File** menu and insert the license string you received from Jungo.

13. Click the **Activate License** button.

14. To register source code that you developed during the evaluation period, refer to the documentation of `WDC_DriverOpen()` [B.3.2].

    When using the low-level `WD_xxx` API instead of the `WDC_xxx` API [B.2] (which is used by default), refer to the documentation of `WD_License()` in the **WinDriver PCI Low-Level API Reference**.

3.2.3.3 Restricting Hardware Access on Linux

CAUTION!
Since **/dev/windrvr6** gives direct hardware access to user programs, it may compromise kernel stability on multi-user Linux systems. Please restrict access to the DriverWizard and the device file **/dev/windrvr6** to trusted users.

For security reasons the WinDriver installation script does not automatically perform the steps of changing the permissions on **/dev/windrvr6** and the DriverWizard executable (**wdwizard**).

3.2.4 Solaris WinDriver Installation Instructions

Installation of WinDriver should be performed by the system administrator logged in as root, or with root privileges, since the WinDriver installation process includes installation of the kernel module **windrvr6**.

1. Insert your CD into your Solaris machine CD drive or copy the downloaded file to your preferred directory.
2. Change directory to your preferred installation directory, for example to your home directory,:
   `$ cd ~`
3. Copy the WinDriver distribution file – **WD910SL.tgz** (x86) / **WD910SLS32.tgz** (SPARC 32-bit) / **WD910SLS64.tgz** (SPARC 64-bit) – to the current directory:
   `$ cp /home/username/WD910SL.tgz .`
4. Extract the distribution file, for example:
   `$ gunzip -c WD910SL.tgz | tar xvf -`
5. Change directory to WinDriver.
6. Install WinDriver using the **WinDriver/install_windrvr** installation script:
   `~/WinDriver# ./install_windrvr`

   To use WinDriver to handle **PCI** devices, specify the vendor and device IDs of your PCI devices in the installation command (where **<vid>** represents the device's vendor ID and **<did>** represents the device's device ID):
   `~/WinDriver# ./install_windrvr <vid>,<did>`
   `[<vid>,<did> ...]`

   For example, to use WinDriver to handle PLX 9030 and 9054 devices, run:
   `~/WinDriver# ./install_windrvr 10b5,9030 10b5,9054`
7. Install the **libgcc** package, available for download from the following URL: http://www.sunfreeware.com/.
8. Add an environment variable:
   - For SPARC 32-bit and x86 platforms:
     LD_LIBRARY_PATH=/usr/local/bin
   - For SPARC 64-bit platforms:
     LD_LIBRARY_PATH=/usr/local/lib:/usr/local/lib/sparcv9

The following three steps are optional:

9. Create a symbolic link so that you can easily launch the DriverWizard GUI:
   ```
   ~/WinDriver# ln -s ~/WinDriver/wizard/wdwizard/
      usr/bin/wdwizard
   ```
10. Change the read and execute permissions on the file **wdwizard** so that ordinary users can access this program.
11. Change the user and group IDs and give read/write permissions to the device file **/dev/windrvr6** depending on how you wish to allow users to access hardware through the device.

You can now start using WinDriver to access your hardware and generate your driver code!

The following steps are for registered users only:

In order to register your copy of WinDriver with the license you have received from Jungo, please follow the steps below:

12. Activate the DriverWizard GUI:
    ```
    ~/WinDriver/wizard$  ./wdwizard
    ```
13. Select the **Register WinDriver** option from the **File** menu and insert the license string you received from Jungo.
14. Click the **Activate License** button.
15. To register source code that you developed during the evaluation period, refer to the documentation of `WDC_DriverOpen()` [B.3.2].

    When using the low-level `WD_xxx` API instead of the `WDC_xxx` API [B.2] (which is used by default), refer to the documentation of `WD_License()` in the **WinDriver PCI Low-Level API Reference**.

3.2.4.1 Restricting Hardware Access on Solaris

CAUTION!
Since **/dev/windrvr6** gives direct hardware access to user programs, it may compromise kernel stability on multi-user Solaris systems. Please restrict access to DriverWizard and the device file **/dev/windrvr6** to trusted users.

For security reasons the WinDriver installation script does not automatically perform the steps of changing the permissions on **/dev/windrvr6** and the DriverWizard executable (**wdwizard**).

3.3 Upgrading Your Installation

To upgrade to a new version of WinDriver on Windows, follow the steps outlined in section 3.2.1, which illustrate the process of installing WinDriver for Windows 98/Me/2000/XP/Server 2003/Vista. You can either choose to overwrite the existing installation or install to a separate directory.

After installation, start DriverWizard and enter the new license string, if you have received one. This completes the upgrade of WinDriver.

To upgrade your source code, pass the new license string as a parameter to `WDC_DriverOpen()` [B.3.2] (or to `WD_License()` – see the **WinDriver PCI Low-Level API Reference** – when using the low-level `WD_xxx` API instead of the `WDC_xxx` API [B.2]).

The procedure for upgrading your installation on other operating systems is the same as the one described above. Please check the respective installation sections for installation details.

3.4 Checking Your Installation

3.4.1 Windows, Linux and Solaris Installation Check

1. Start DriverWizard:
   On Windows, by choosing **Programs | WinDriver | DriverWizard** from the **Start** menu, or using the shortcut that is automatically created on your Desktop. A third option for activating the DriverWizard on Windows is by running **wdwizard.exe** from a command prompt under the **wizard** sub-directory.
   On Linux and Solaris you can access the wizard application via the file manager under the **wizard** sub-directory, or run the wizard application via a shell.
2. Make sure that your WinDriver license is installed (see section 3.2, which explains how to install WinDriver). If you are an evaluation version user, you do not need to install a license.
3. For PCI cards – Insert your card into the PCI bus, and verify that DriverWizard detects it.
4. For ISA cards – Insert your card into the ISA bus, configure DriverWizard with your card's resources and try to read/write to the card using DriverWizard. (Not relevant for Solaris).

3.4.2 Windows CE Installation Check

1. Copy the console-mode Debug Monitor utility – **WinDriver\util\wddebug\<TARGET_CPU>\wddebug.exe** – from the host Windows machine to a directory on your target Windows CE device.
2. Run the Debug Monitor with the **`status`** command on the target device:
   `wddebug.exe status`
   If the windriver installation was successful, the application will display information regarding the Debug Monitor version and current status, the running WinDriver kernel module, and general system information.

3.5 Uninstalling WinDriver

This section will help you to uninstall either the evaluation or registered version of WinDriver.

3.5.1 Windows WinDriver Uninstall Instructions

NOTES

- For **Windows 98/Me**, replace references to **wdreg** below with **wdreg16**.
- For **Windows 2000/XP/Server 2003/Vista**, you can also use the **wdreg_gui.exe** utility instead of **wdreg.exe**.
- **wdreg.exe**, **wdreg_gui.exe** and **wdreg16.exe** are found under the **WinDriver\util** directory (see Chapter 13 for details regarding these utilities).

1. Close any open WinDriver applications, including DriverWizard, the Debug Monitor (**wddebug_gui.exe**) and user-specific applications.
2. If you created a Kernel PlugIn driver:
   - If your Kernel PlugIn driver is currently installed, uninstall it using the **wdreg** utility:
     ```
     wdreg -name <Kernel PlugIn name> uninstall
     ```
     NOTE
     The Kernel PlugIn driver name should be specified without the *.sys extension.
   - Erase your Kernel PlugIn driver from the **%windir%\system32\drivers** directory.
3. On Plug-and-Play Windows systems (**Windows 98 / Me / 2000 / XP / Server 2003 / Vista**): Uninstall all Plug-and-Play devices (USB/PCI/PCMCIA) that have been registered with WinDriver via an INF file:
   - On **Windows 2000/XP/Server 2003/Vista**: Uninstall the device using the **wdreg** utility:
     ```
     wdreg -inf <path to the INF file> uninstall
     ```
     On **Windows 98/Me**: Uninstall (Remove) the device manually from the Device Manager.
   - Verify that no INF files that register your device(s) with WinDriver's kernel module (**windrvr6.sys**) are found in the **%windir%\inf** directory and/or **%windir%\inf\other** directory (Windows 98/Me).

4. Uninstall WinDriver:

   - **On the development PC**, on which you installed the WinDriver toolkit: Run **Start | WinDriver | Uninstall**, **OR** run the **uninstall.exe** utility from the **WinDriver**\ installation directory.

     The uninstall will stop and unload the WinDriver kernel module (**windrvr6.sys**); delete the copy of the **windrvr6.inf** file from the **%windir%****inf** directory (on Windows 2000/XP/Server 2003/Vista) **%windir%****inf** **other** directory (on Windows 98/Me); delete WinDriver from Windows' **Start** menu; delete the **WinDriver**\ installation directory (except for files that you added to this directory); and delete the short-cut icons to the DriverWizard and Debug Monitor utilities from the Desktop.

   - **On a target PC**, on which you installed the WinDriver kernel module (**windrvr6.sys**), but not the entire WinDriver toolkit:
     Use the **wdreg** utility to stop and unload the driver:

     ```
     wdreg -inf <path to windrvr6.inf> uninstall
     ```

     NOTE
     When running this command, **windrvr6.sys** should reside in the same directory as **windrvr6.inf**.

     (On the development PC, the relevant **wdreg** uninstall command is executed for you by the uninstall utility).

NOTES

- If there are open handles to WinDriver when attempting to uninstall it (either using the **uninstall** utility or by running the **wdreg** uninstall command directly) – for example if there is an open WinDriver application or a connected Plug-and-Play device that has been registered to work with WinDriver via an INF file (on Windows 98/Me/2000/XP/Server 2003/Vista) – an appropriate warning message will be displayed. The message will provide you with the option to either close the open application(s) / uninstall/disconnect the relevant device(s), and **Retry** to uninstall the driver; or **Cancel** the uninstall of the driver, in which case the **windrvr6.sys** kernel driver will not be uninstalled. This ensures that you do not uninstall the WinDriver kernel module (**windrvr6.sys**) as long as it is being used.
- You can check if the WinDriver kernel module is loaded by running the Debug Monitor utility (**WinDriver\util\wddebug_gui.exe**). When the driver is loaded the Debug Monitor log displays driver and OS information; otherwise it displays a relevant error message.
  On the development PC the uninstall command will delete this utility, therefore in order to use it after you execute the uninstallation, create a copy of **wddebug_gui.exe** before performing the uninstall procedure.

5. If **windrvr6.sys** was successfully unloaded, erase the following files (if they exist):
   - **%windir%\system32\drivers\windrvr6.sys**
   - **%windir%\inf\windrvr6.inf** (Windows 2000/XP/Server 2003/Vista)
   - **%windir%\inf\Jungowindrvr6.inf** (Windows 98/Me)
   - **%windir%\system32\wdapi910.dll**
   - **%windir%\sysWOW64\wdapi910.dll** (Windows x64)
6. Reboot the computer.

3.5.2 Linux WinDriver Uninstall Instructions

NOTE
You must be logged in as root to perform the uninstall procedure.

1. Verify that the WinDriver module is not being used by another program:
   - View a list of modules and the programs using each of them:
     `/# /sbin/lsmod`
   - Close any applications that are using the WinDriver module.
   - Unload any modules that are using the WinDriver module:
     `/sbin# rmmod`
2. Unload the WinDriver module:
   `/sbin# rmmod windrvr6`
3. If you are not using a Linux 2.6.x kernel that supports the **udev** file system, remove the old device node in the **/dev** directory:
   `/# rm -rf /dev/windrvr6`
4. If you created a Kernel PlugIn driver, remove it as well.
5. Remove the file **.windriver.rc** from the **/etc** directory:
   `/# rm -rf /etc/.windriver.rc`
6. Remove the file **.windriver.rc** from **$HOME**:
   `/# rm -rf $HOME/.windriver.rc`
7. If you created a symbolic link to DriverWizard, delete the link using the command:
   `/# rm -f /usr/bin/wdwizard`
8. Delete the WinDriver installation directory using the command:
   `/# rm -rf ~/WinDriver`
9. Erase the following shared object file, if it exists:
   /usr/lib/libwdapi910.so (32-bit PowerPC or 32-bit x86) /
   /usr/lib64/libwdapi910.so (64-bit x86).

3.5.3 Solaris WinDriver Uninstall Instructions

NOTE
You must be logged in as root to perform the uninstall procedure.

1. Make sure no programs are using WinDriver.
2. If you created a Kernel PlugIn driver, remove it by following these steps:
   (a) `# /usr/sbin/rem_drv kpname`
   (b) On 64-bit platforms (64-bit SPARC):
   `# rm /kernel/drv/sparcv9/kpname`
   On 32-bit platforms (32-bit x86/SPARC):
   `# rm /kernel/drv/kpname`
   (c) `# rm /kernel/drv/kpname.conf`
3. Run the following uninstallation script:
   `~/WinDriver# ./remove_windrvr`
4. Run the following command:
   - On 64-bit platforms (64-bit SPARC):
     `# rm -rf /kernel/drv/sparcv9/windrvr6 /kernel/drv/windrvr6.conf`
   - On 32-bit platforms (32-bit x86/SPARC):
     `# rm -rf /kernel/drv/windrvr6 /kernel/drv/windrvr6.conf`
5. Remove the **.windriver.rc** file from the **/etc** directory.
   To do this, run the following command:
   `# rm -rf /etc/.windriver.rc`
6. Remove the **.windriver.rc** file from the **$HOME** directory.
   To do this, run the following command:
   `# rm -rf $HOME/.windriver.rc`
7. If you created a symbolic link to DriverWizard, delete the link:
   `# rm -f /usr/bin/wdwizard`
8. Delete the WinDriver installation directory, after changing the directory to the one above WinDriver:
   `# rm -rf ~/WinDriver`
9. Erase the following shared object file, if it exists:
   /lib/32/libwdapi910.so (32-bit SPARC or 32-bit x86) /
   /lib/64/libwdapi910.so (64-bit SPARC).

Chapter 4

Using DriverWizard

This chapter describes WinDriver DriverWizard's hardware diagnostics and driver code generation capabilities.

NOTE
CardBus devices are handled via WinDriver's PCI API, therefore any references to **PCI** in this chapter also include **CardBus**.

4.1 An Overview

DriverWizard (included in the WinDriver toolkit) is a GUI-based diagnostics and driver generation tool that allows you to write to and read from the hardware, before writing a single line of code. The hardware is diagnosed through a Graphical User Interface – memory ranges can be read, registers can be toggled and interrupts can be checked. Once the device is operating to your satisfaction, DriverWizard creates the skeletal driver source code, with functions to access your hardware's resources.

If you are developing a driver for a device that is based on one of the enhanced-support PCI chipsets (PLX 9030, 9050, 9052, 9054, 9056, 9080 and 9656; Altera pci_dev_kit; Xilinx VirtexII and Virtex 5; AMCC S5933), we recommend you read Chapter 7, which explains WinDriver's enhanced support for specific chipsets, before starting your driver development.

DriverWizard can be used to diagnose your hardware and can generate an INF file for hardware running under Windows 98/Me/2000/XP/Server 2003/Vista.
Avoid using DriverWizard to generate code for a device based on one of the supported PCI chipsets [7], as DriverWizard generates generic code which will

have to be modified according to the specific functionality of the device in question. Preferably, use the complete source code libraries and sample applications (supplied in the package) tailored to the various PCI chipsets.

DriverWizard is an excellent tool for two major phases in your HW/Driver development:

Hardware diagnostics: After the hardware has been built, insert the hardware into the appropriate bus slot on your machine, and use DriverWizard to verify that the hardware is performing as expected.

Code generation: Once you are ready to build your code, let DriverWizard generate your driver code for you.

The code generated by DriverWizard is composed of the following elements:

Library functions for accessing each element of your device's resources (memory ranges, I/O ranges, registers and interrupts).

A 32-bit diagnostics program in console mode with which you can diagnose your device. This application utilizes the special library functions described above. Use this diagnostics program as your skeletal device driver.

A project workspace/solution that you can use to automatically load all of the project information and files into your development environment.
For Linux and Solaris, DriverWizard generates the required makefile.

4.2 DriverWizard Walkthrough

To use DriverWizard:

1. **Attach your hardware to the computer:**
   Attach the card to the appropriate bus slot on your computer. **OR**
   You have the option of using DriverWizard to generate code for a PCI device without having the actual device installed. When selecting this option, DriverWizard will generate code for your *virtual PCI device*.

   NOTE
   When selecting the *virtual PCI device* option, the DriverWizard allows you to define the device's resources. By specifying the IO/Memory ranges, you may further define run-time registers (the offsets are relative to BARs). In addition, the IRQ must be specified if you want to generate code that acknowledges interrupts via run-time registers. Note, that the IRQ number and the size of the IO/Memory ranges are irrelevant, since these will be automatically detected by DriverWizard when you install a physical device.

2. **Run DriverWizard and select your device:**

   (a) Click **Start | Programs | WinDriver | DriverWizard** or double click the DriverWizard icon on your desktop (on Windows), or run the **wdwizard** utility from the **WinDriver/wizard/** directory.

   (b) Click **New host driver project** to start a new project, or **Open an existing project** to open a saved session.

Figure 4.1: Create or Open a WinDriver Project

   (c) Select your **Plug and Play card** from the list of devices detected by DriverWizard.

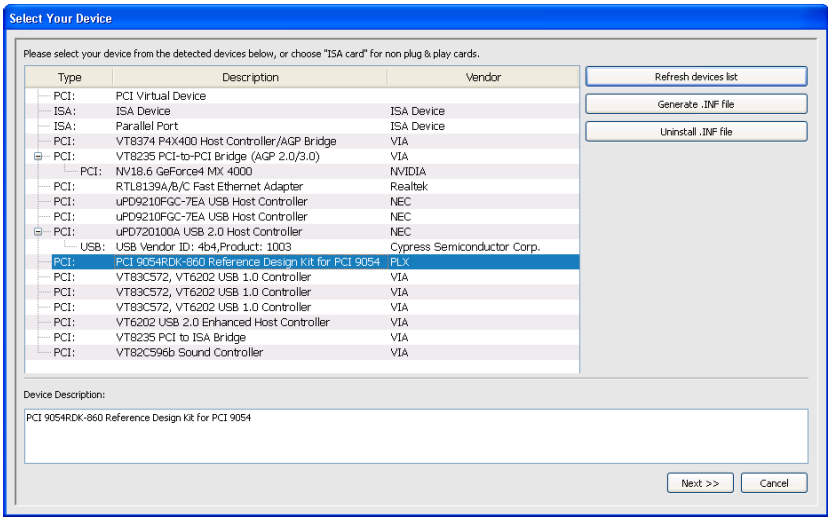
Select Your Device
Please select your device from the detected devices below, or choose "ISA card" for non plug & play cards.
Type
Description
Vendor
PCI: PCI Virtual Device
ISA: ISA Device ISA Device
ISA: Parallel Port ISA Device
PCI: VT8374 P4X400 Host Controller/AGP Bridge VIA
PCI: VT8235 PCI-to-PCI Bridge (AGP 2.0/3.0) VIA
PCI: NV18.6 GeForce4 MX 4000 NVIDIA
PCI: RTL8139A/B/C Fast Ethernet Adapter Realtek
PCI: uPD9210FGC-7EA USB Host Controller NEC
PCI: uPD9210FGC-7EA USB Host Controller NEC
PCI: uPD720100A USB 2.0 Host Controller NEC
USB: USB Vendor ID: 4b4,Product: 1003 Cypress Semiconductor Corp.
PCI: PCI 9054RDK-860 Reference Design Kit for PCI 9054 PLX
PCI: VT83C572, VT6202 USB 1.0 Controller VIA
PCI: VT83C572, VT6202 USB 1.0 Controller VIA
PCI: VT83C572, VT6202 USB 1.0 Controller VIA
PCI: VT6202 USB 2.0 Enhanced Host Controller VIA
PCI: VT8235 PCI to ISA Bridge VIA
PCI: VT82C596b Sound Controller VIA
Refresh devices list
Generate .INF file
Uninstall .INF file
Device Description:
PCI 9054RDK-860 Reference Design Kit for PCI 9054
Next >>
Cancel

Figure 4.2: Select Your Plug and Play Device

For non-Plug and Play cards, select **ISA**. To generate code for a PCI device that is not currently attached to the computer, select **PCI: PCI Virtual Device**.

3. **Generate an INF file for DriverWizard:**
   When developing a driver for a Plug and Play Windows operating system (i.e., Windows 98/Me/2000/XP/Server 2003/Vista) you are required to install an INF file for your device. This file will register your Plug and Play device to work with the **windrvr6.sys** driver. The file generated by the DriverWizard in this step should later be distributed to your customers using Windows 98/Me/2000/XP/Server 2003/Vista, and installed on their PCs.
   The INF file you generate here is also designed to enable DriverWizard to diagnose your device (for example, when no driver is installed for your PCI/PCMCIA device). As explained earlier, this is required only when using WinDriver to support a Plug and Play device (PCI/PCMCIA) on a Plug and Play system (Windows 98/Me/2000/XP/Server 2003/Vista). Additional information concerning the need for an INF file is explained in section 15.1.1.

   If you do not need to generate an INF file, skip this step and proceed to the next one.

   To generate the INF file with the DriverWizard, follow the steps below:

   (a) In the **Select Your Device** screen, click the **Generate .INF file** button or click **Next**.

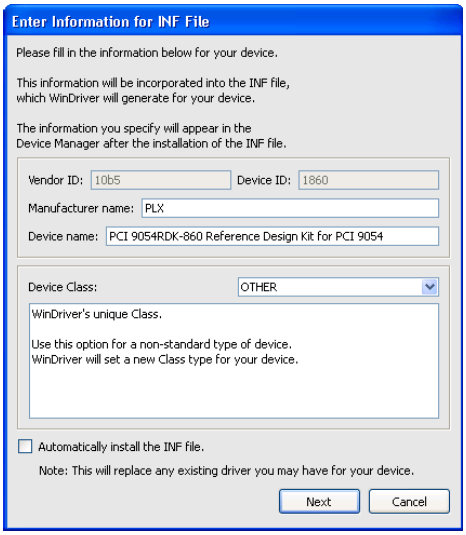
Enter Information for INF File
Please fill in the information below for your device.
This information will be incorporated into the INF file, which WinDriver will generate for your device.
The information you specify will appear in the Device Manager after the installation of the INF file.
Vendor ID: 10b5
Device ID: 1860
Manufacturer name: PLX
Device name: PCI 9054RDK-860 Reference Design Kit for PCI 9054
Device Class: OTHER
WinDriver's unique Class.
Use this option for a non-standard type of device. WinDriver will set a new Class type for your device.
Automatically install the INF file.
Note: This will replace any existing driver you may have for your device.
Next
Cancel

Figure 4.3: DriverWizard INF File Information

(b) DriverWizard will display information detected for your device – Vendor ID, Device ID, Device Class, manufacturer name and device name – and allow you to modify the manufacturer and device names and the device class information.

(c) When you are done, click **Next** and choose the directory in which you wish to store the generated INF file. DriverWizard will then automatically generate the INF file for you.

On **Windows 2000/XP/Server 2003/Vista** you can choose to automatically install the INF file from the DriverWizard by checking the **Automatically Install the INF file** option in the DriverWizard's INF generation dialogue.
On **Windows 98/Me** you must install the INF file manually, using Windows **Add New Hardware Wizard** or **Upgrade Device Driver Wizard**, as explained in section 15.1.
If the automatic INF file installation on Windows 2000/XP/Server 2003/Vista fails, DriverWizard will notify you and provide manual installation instructions for this OS as well.

(d) When the INF file installation completes, select and open your device from the list in the **Select Your Device** screen.

NOTE
To use Message-Signaled Interrupts (MSI) or Extended Message-Signaled Interrupts (MSI-X) on Windows Vista (for PCI cards that support MSI/MSI-X) you will need to modify or replace the generated DriverWizard INF file to include specific MSI information, otherwise WinDriver will attempt to use legacy level sensitive interrupt handling for your card, as explained in section 9.2.6.1 of the manual.

4. **Uninstall the INF file of your device:**
You can use the **Uninstall** option to uninstall the INF file of your Plug and Play device (PCI/PCMCIA). Once you uninstall the INF file, the device will no longer be registered to work with the **windrvr6.sys**, and the INF file will be deleted from the Windows root directory.

If you do not need to uninstall an INF file, skip this step and proceed to the next one.

(a) In the **Select Your Device** screen, click the **Uninstall .INF file** button.

(b) Select the INF file to be removed.

5. **Diagnose your device:**
Before writing your device driver, it is important to make sure your hardware is working as expected. Use DriverWizard to diagnose your hardware. All of your

activity will be logged in the DriverWizard log so that you may later analyze your tests:

(a) Define and test your device's I/O and memory ranges, registers and interrupts:

- DriverWizard will automatically detect your Plug-and-Play hardware's resources (I/O ranges, memory ranges and interrupts).

  For non-Plug-and-Play hardware, define your hardware's resources manually.

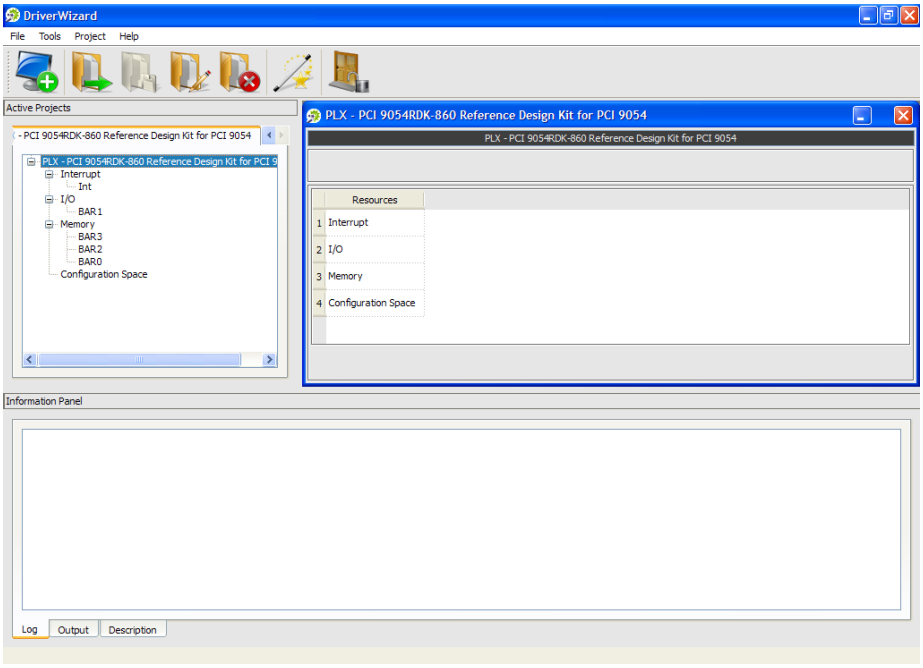

Figure 4.4: PCI Resources

You can define the registers manually.

NOTE
You have the option to check the **Auto Read** box in the **Register Information** window. The registers that are marked with the **Auto Read** option will automatically be read with any register read/write operation performed from the Wizard (the read results will be displayed in the wizard's Log window).

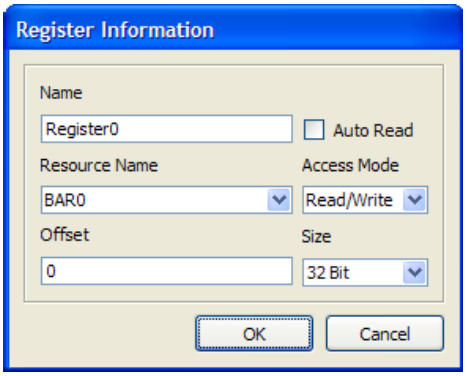

Figure 4.5: Define Registers

- Read and write to the I/O ports, memory space and your defined registers.

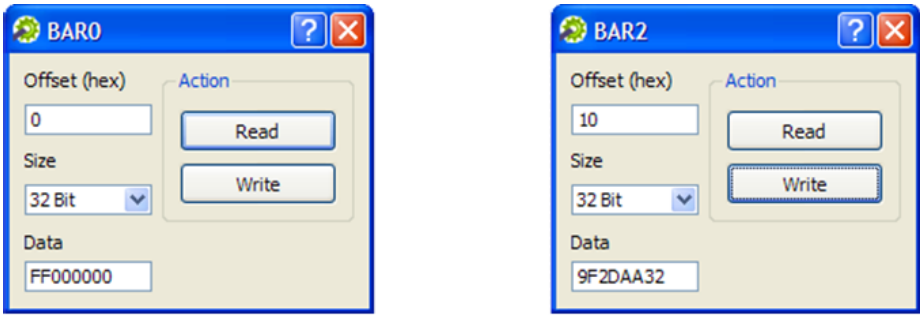

Figure 4.6: Read/Write Memory and I/O

NOTE
When accessing memory mapped ranges, be aware that **Linux PowerPC** uses big-endian for handling memory storage, as opposed to the PCI bus that uses little-endian. For more information regarding little/big-endian issues, refer to section 9.3.

- 'Listen' to your hardware's interrupts.

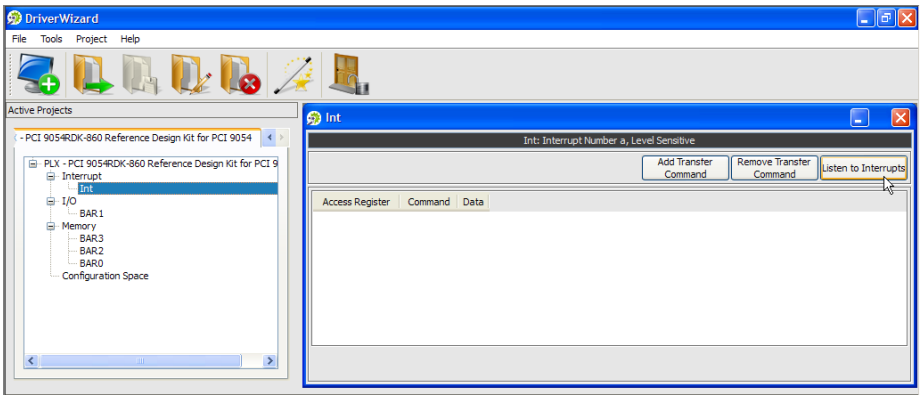

Figure 4.7: Listen to Interrupts

NOTES

- For level sensitive interrupts, such as legacy PCI interrupts, you must use DriverWizard to define the interrupt status register and assign the read/write command(s) for acknowledging (clearing) the interrupt, before attempting to listen to the interrupts with the wizard, otherwise the OS may hang! The specific interrupt-acknowledgment information is hardware-specific.
- The DriverWizard does not currently support listening to MSI/MSI-X interrupts [9.2.6].

6. **Generate the skeletal driver code:**
   (a) Select to generate code either via the **Generate Code** toolbar icon or from the **Project | Generate Code** menu.
   (b) In the **Select Code Generation Options** dialogue box that will appear, choose the code language and development environment(s) for the generated code and select **Next** to generate the code.
   (c) Click **Next** and indicate whether you wish to handle Plug and Play and power management events from within your driver code and whether you wish to generate Kernel PlugIn code.

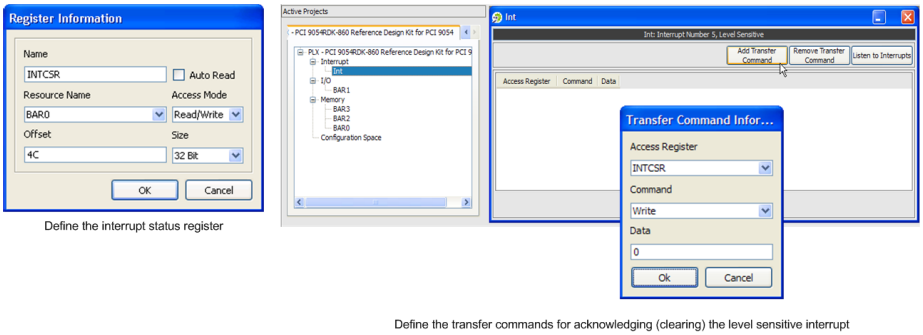

Figure 4.8: Define Transfer Commands for Level Sensitive Interrupts

> **NOTE**
> Before generating Kernel PlugIn code you must install Microsoft's Driver Development Kit (DDK) for your target OS(s).

(d) Save your project (if required) and click **OK** to open your development environment with the generated driver.

7. **Compile and run the generated code:**
   - Use this code as a starting point for your device driver. Modify where needed to perform your driver's specific functionality.
   - The source code DriverWizard creates can be compiled with any 32-bit compiler, and will run on all supported platforms without modification.

4.3 DriverWizard Notes

4.3.1 Sharing a Resource

If you want more than one driver to share a single resource, you must define that resource as shared:

1. Select the resource.
2. Right click on the resource.
3. Select **Share** from the menu.

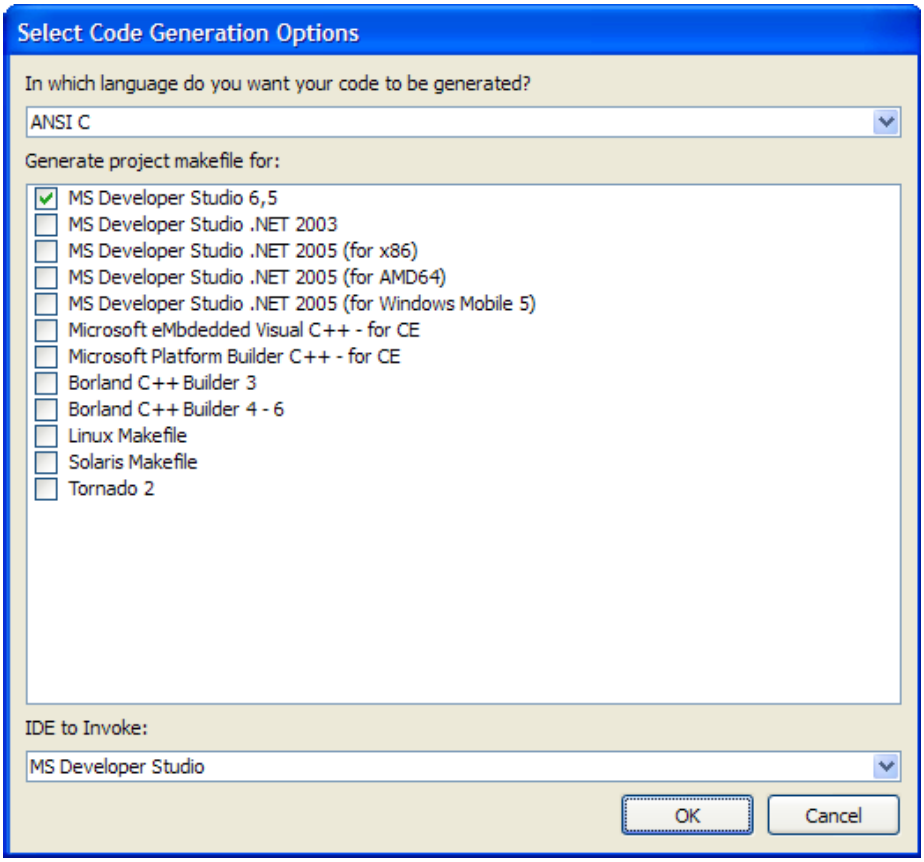
Select Code Generation Options
In which language do you want your code to be generated?
ANSI C
Generate project makefile for:
MS Developer Studio 6,5
MS Developer Studio .NET 2003
MS Developer Studio .NET 2005 (for x86)
MS Developer Studio .NET 2005 (for AMD64)
MS Developer Studio .NET 2005 (for Windows Mobile 5)
Microsoft eMbdedded Visual C++ - for CE
Microsoft Platform Builder C++ - for CE
Borland C++ Builder 3
Borland C++ Builder 4 - 6
Linux Makefile
Solaris Makefile
Tornado 2
IDE to Invoke:
MS Developer Studio
OK
Cancel

Figure 4.9: Code Generation Options

NOTE
New interrupts are set as **Shared** by default. If you wish to define an interrupt as unshared, follow Steps 1 and 2, and select **Unshared** in Step 3.

4.3.2 Disabling a Resource

During your diagnostics, you may wish to disable a resource so that DriverWizard will ignore it and not create code for it.

1. Select the resource.
2. Right click on the resource name.

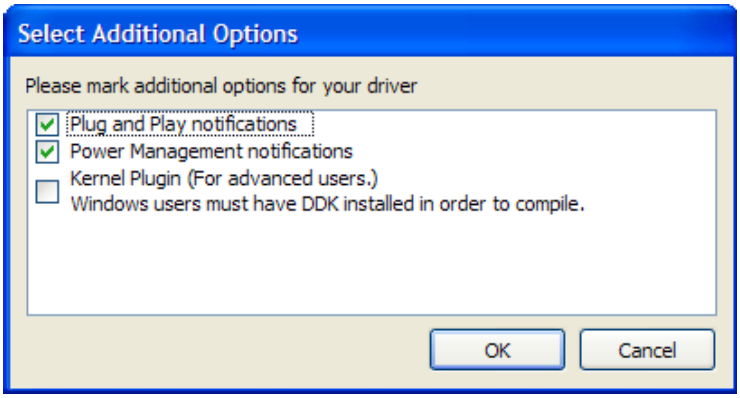
Select Additional Options
Please mark additional options for your driver
Plug and Play notifications
Power Management notifications
Kernel Plugin (For advanced users.)
Windows users must have DDK installed in order to compile.
OK
Cancel

Figure 4.10: Additional Driver Options

3. Choose **Disable** from the menu.

4.3.3 Logging WinDriver API Calls

You have the option to log all the WinDriver API calls using the DriverWizard, with the API calls input and output parameters. You can select this option by selecting the **Log API calls** option from the **Tools** menu or by clicking on the **Log API calls** toolbar icon in the DriverWizard's opening window.

4.3.4 DriverWizard Logger

The wizard logger is the empty window that opens along with the **Device Resources** dialogue box when you open a new project. The logger keeps track of all of the input and output during the diagnostics stage, so that you may analyze your device's physical performance at a later time. You can save the log for future reference. When saving the project, your log is saved as well. Each log is associated with one project.

4.3.5 Automatic Code Generation

After you have finished diagnosing your device and have ensured that it runs according to your specifications, you are ready to write your driver.

4.3.5.1 Generating the Code

Generate code by selecting this option either via the DriverWizard's **Generate Code** toolbar icon or from the wizard's **Project | Generate Code** menu. DriverWizard will generate the source code for your driver, and place it along with the project file (**xxx.wdp**, where "xxx" is the project name). The files are saved in a directory DriverWizard creates for every development environment and operating system selected in the code generation dialogue box.

4.3.5.2 The Generated PCI/PCMCIA/ISA C Code

In the source code directory you now have a new **xxx_lib.h** file, which contains type definitions and functions declarations for the API created for you by the DriverWizard, and an **xxx_lib.c** source file, which contains the implementation of the generated device-specific API.
In addition, you will find an **xxx_diag.c** source file, which includes a `main()` function and implements a sample diagnostics application that utilizes the generated DriverWizard API to communicate with your device.

The code generated by DriverWizard is composed of the following elements and files, where **xxx** represents your DriverWizard project name:

- Library functions for accessing each element of your card's resources (memory ranges and I/O, registers and interrupts):

  xxx_lib.c Here you can find the implementation of the hardware-specific API (declared in **xxx_lib.h**), using the WinDriver Card (WDC) API [B.2].

  xxx_lib.h Header file that contains type definitions and function declarations for the API implemented in the **xxx_lib.c** source file.
  You should include this file in your source code in order to use the API generated by the DriverWizard for your device.

- A diagnostics program that utilizes the generated DriverWizard API (declared in **xxx_lib.h**) to communicate with your device(s):

  xxx_diag.c The source code of the generated diagnostics console application. Use this diagnostics program as your skeletal device driver.

- A list of all files created can be found at **xxx_files.txt**.

After creating your code, compile it with your favorite compiler, and see it work!

Change the function `main()` of the program so that the functionality suits your needs.

4.3.5.3 The Generated Visual Basic and Delphi Code

The generated DriverWizard Visual Basic and Delphi code includes similar functions and provides similar functionality as the generated C code described in section 4.3.5.2.

The generated Delphi code implements a console application (like the C code), while the Visual Basic code implements a GUI application.

4.3.5.4 The Generated C# Code

The generated DriverWizard C# code provides similar functionality as the generated C code [4.3.5.2], but from a GUI .NET program.

4.3.6 Compiling the Generated Code

4.3.6.1 Windows and Windows CE Compilation:

As explained above, on Windows you can select to generate project and workspace/solution files for any of the supported integrated development environments (IDEs) – MSDEV/Visual C++ 5/6, MSDEV .NET 2003/2005, Borland C++ Builder, Visual Basic 6.0, Borland Delphi, MS eMbedded Visual C++ or MS Platform Builder – and you can also select to automatically invoke your selected IDE from the wizard. You can then proceed to immediately build and run the code from your IDE.

You can also build the generated code from any other IDE that supports the selected code language and target OS. Simply create a new project file for your selected IDE, then add the generated source files to your project and compile and run the code.

NOTES

- For **Windows 98/Me/2000/XP/Server 2003/Vista**, the generated IDE files are located under an **x86**\ directory – for 32-bit projects, or **amd64**\ directory – for 64-bit projects.
- For Windows CE, note that the generated **Windows Mobile** code is targeted at the Windows Mobile 5.0/6.0 ARMV4I SDK.

4.3.6.2 Linux and Solaris Compilation

Use the makefile that was created for you by DriverWizard in order to build the generated code using your favourite compiler, preferably GCC.

Chapter 5

Developing a Driver

This chapter takes you through the WinDriver driver development cycle.

NOTE
If your device is based on one of the chipsets for which WinDriver provides enhanced support (PLX 9030, 9050, 9052, 9054, 9056, 9080 and 9656; Altera pci_dev_kit; Xilinx VirtexII and Virtex 5; AMCC S5933), read the following overview and then skip straight to Chapter 7.

5.1 Using the DriverWizard to Build a Device Driver

- Use DriverWizard to diagnose your card: Read/write the I/O and memory ranges, view the PCI configuration registers information, define registers for your card and read/write the registers, and listen to interrupts.
- Use DriverWizard to generate skeletal code for your device in C, C#, Visual Basic .NET, Delphi or Visual Basic. For more information about DriverWizard, refer to Chapter 4.
- If you are using one of the specific chipsets for which WinDriver offers enhanced support (PLX 9030, 9050, 9052, 9054, 9056, 9080 and 9656; Altera pci_dev_kit; Xilinx VirtexII and Virtex 5; AMCC S5933), we recommend that you use the specific sample code provided for your chip as your skeletal driver code. For more details regarding WinDriver's enhanced support for specific chipsets, refer to Chapter 7.

- Use any C / .NET / Delphi / Visual Basic compiler (such as MSDEV/Visual C/C++, MSDEV .NET, Borland C++ Builder, Borland Delphi, Visual Basic 6.0, MS eMbedded Visual C++, MS Platform Builder C++, GCC, etc.) to compile the skeletal driver you need.
- For Linux and Solaris, use any compilation environment, preferably GCC, to build your code.
- That is all you need to do in order to create your user-mode driver. If you discover that better performance is needed, please refer to Chapter 10 for details on performance improvement.

Please see Appendix B for a detailed description of WinDriver's PCI/ISA/CardBus API. To learn how to perform operations that DriverWizard cannot automate, refer to Chapter 9 of the manual.

5.2 Writing the Device Driver Without the DriverWizard

There may be times when you choose to write your driver directly, without using DriverWizard. In such cases, either follow the steps outlined in this section to create a new driver project, or use one of the WinDriver samples, which most closely resembles your target driver, and modify the sample to suit your specific requirements.

5.2.1 Include the Required WinDriver Files

1. Include the relevant WinDriver header files in your driver project (all header files are found under the **WinDriver/include/** directory).
   All WinDriver projects require the **windrvr.h** header file.
   When using the `WDC_xxx` API [B.2], include the **wdc_lib.h** and **wdc_defs.** header files (these files already include **windrvr.h**).
   Include any other header file that provides APIs that you wish to use from your code (e.g. files from the **WinDriver/samples/shared/** directory, which provide convenient diagnostics functions.)
2. Include the relevant header files from your source code: For example, to use API from the **windrvr.h** header file, add the following line to the code:

```
#include "windrvr.h"
```

3. Link your code with the **wdapi910** library/shared object:

   - For Windows 98/Me/2000/XP/Server 2003/Vista: **WinDriver****lib****<CPU>****wdapi910.lib** or **wdapi910_borland.lib** (for Borland C++ Builder), where the **<CPU>** directory is either **x86**\ (32-bit binaries for x86 platforms), **am64**\ (64-bit binaries for x64 platforms) or **am64****x86**\ (32-bit binaries for x64 platforms).
   - For Windows CE: **WinDriver****lib****WINCE****<CPU>****wdapi910.lib**.
   - For Linux and Solaris: **WinDriver/lib/libwdapi910.so**.

   You can also include the library's source files in your project instead of linking the project with the library. The C source files are located under the **WinDriver/src/wdapi** directory.

   NOTE: When linking your project with the the **wdapi910** library/shared object, you will need to distribute the **wdapi910** DLL/shared object with your driver. For Windows, get **wdapi910.dll** / **wdapi910_32.dll** (for 32-bit applications targeted at 64-bit platforms) from the **WinDriver****redist** or **WinDriver****redist_win98_compat** directory. For Linux and Solaris, distribute **WinDriver/lib/libwdapi910.so**. For details, refer to the driver distribution instructions in Chapter 14.

4. Add any other WinDriver source files that implement API that you which to use in your code (e.g. files from the **WinDriver/samples/shared** directory.)

5.2.2 Write Your Code

This section outlines the calling sequence when using the `WDC_xxx` API [B.2].

1. Call `WDC_DriverOpen()` [B.3.2] to open a handle to WinDriver and the WDC library, compare the version of the loaded driver with that of your driver source files, and register your WinDriver license (for registered users).
2. For PCI/CardBus/PCMCIA devices, call `WDC_PciScanDevices()` [B.3.4] / `WDC_PcmciaScanDevices()` [B.3.6] to scan the PCI/PCMCIA bus and locate your device.
3. For PCI/CardBus/PCMCIA devices, call `WDC_PciGetDeviceInfo()` [B.3.7] / `WDC_PcmciaGetDeviceInfo()` [B.3.8] to retrieve the resources information for your selected device.
   For ISA devices, define the resources yourself within a `WD_CARD` structure.
4. Call `WDC_PciDeviceOpen()` [B.3.9] / `WDC_PcmciaDeviceOpen()` [B.3.10] / `WDC_IsaDeviceOpen()` [B.3.11] (depending on your device) and pass to the function the device's resources information. These functions return a handle to

the device, which you can later use to communicate with the device using the WDC_xxx API.

5. Communicate with the device using the WDC_xxx API (see description in Appendix B).
   To enable interrupts, call WDC_IntEnable() [B.3.43].
   To register to receive notifications for Plug and Play and power management events, call WDC_EventRegister() [B.3.46].
6. When you are done, call WDC_IntDisable() [B.3.44] to disable interrupt handling (if previously enabled), call WDC_EventRegister() [B.3.46] to unregister Plug and Play and power management event handling (if previously registered), and then call WDC_PciDeviceClose() [B.3.12] / WDC_PcmciaDeviceClose() [B.3.13] / WDC_IsaDeviceClose() [B.3.14] (depending on your device) in order to close the handle to the device.
7. Call WDC_DriverClose() [B.3.3] to close the handles to WinDriver and the WDC library.

5.3 Developing Your Driver on Windows CE Platforms

When developing your driver on Windows CE platforms, you must first register your device to work with WinDriver. This is similar to installing an INF file for your device when developing a driver for a Plug and Play Windows operating system (i.e., Windows 98/Me/2000/XP/Server 2003/Vista). For more information regarding INF files, refer to section 15.1 for understanding the INF file.

The following registry example shows how to register your device with the PCI bus driver (can be added to your **platform.reg** file).

```
[HKEY_LOCAL_MACHINE\Drivers\BuiltIn\PCI\Template\MyCard]
"Class"=dword:04
"SubClass"=dword:01
"ProgIF"=dword:00
"VendorID"=multi_sz:"1234","1234"
"DeviceID"=multi_sz:"1111","2222"
```

For more information, refer to MSDN Library, under *PCI Bus Driver Registry Settings* section.

5.4 Developing in Visual Basic and Delphi

The entire WinDriver API can be used when developing drivers in Visual Basic and Delphi.

5.4.1 Using DriverWizard

DriverWizard can be used to diagnose your hardware and verify that it is working properly before you start coding. You can then proceed to automatically generate source code with the wizard in a variety of languages, including Delphi and Visual Basic. For more information, refer to Chapter 4 and Section 5.4.4 below.

5.4.2 Samples

Samples for drivers written using the WinDriver API in Delphi or Visual Basic can be found in:

1. **WinDriver\delphi\samples**
2. **WinDriver\vb\samples**

Use these samples as a starting point for your own driver.

5.4.3 Kernel PlugIn

Delphi and Visual Basic cannot be used to create a Kernel PlugIn. Developers using WinDriver with Delphi or VB in user mode must use C when writing their Kernel PlugIn.

5.4.4 Creating your Driver

The method of development in Visual Basic is the same as the method in C using the automatic code generation feature of DriverWizard.

Your work process should be as follows:

- Use DriverWizard to easily diagnose your hardware.
- Verify that it is working properly.
- Generate your driver code.
- Integrate the driver into your application.
- You may find it useful to use the WinDriver samples to get to know the WinDriver API and as your skeletal driver code.

Chapter 6

Debugging Drivers

The following sections describe how to debug your hardware access application code.

6.1 User-Mode Debugging

- Since WinDriver is accessed from the user mode, we recommend that you first debug your code using your standard debugging software.
- The Debug Monitor utility [6.2] logs debug messages from WinDriver's kernel- and user-mode APIs. You can also use WinDriver APIs to send your own debug messages to the Debug Monitor log.
- When using WinDriver's API (such as `WD_Transfer()` – see the **WinDriver PCI Low-Level API Reference**), to read/write memory ranges on the card in the kernel, while the Debug Monitor [6.2] is activated, WinDriver's kernel module validates the memory ranges, i.e. it verifies that the reading/writing from/to the memory is in the range that is defined for the card.
- Use DriverWizard to check values of memory and registers in the debugging process.

6.2 Debug Monitor

Debug Monitor is a powerful graphical- and console-mode tool for monitoring all activities handled by the WinDriver kernel (**windrvr6.sys/.dll/.o/.ko**).
You can use this tool to monitor how each command sent to the kernel is executed. In addition, WinDriver enables you to print your own debug messages to the Debug Monitor, using the `WD_DebugAdd()` function (described in the **WinDriver PCI Low-Level API Reference**) or the high-level `PrintDbgMessage()` function [B.8.14].

The Debug Monitor has two modes: graphical mode and console mode. The following sections explain how to operate Debug Monitor in both modes.

6.2.1 Using the Debug Monitor in Graphical Mode – wddebug_gui

The graphical (GUI) version of the Debug Monitor utility - **wddebug_gui** – is available for Windows 98/Me/2000/XP/Server 2003/Vista, Linux and Solaris. You may also use the Debug Monitor to debug your Windows CE driver code running on CE emulation on a Windows 2000/XP/Server 2003/Vista platform. For Windows CE targets, use Debug Monitor in console mode [6.2.2].

1. Run the Debug Monitor using either of the following alternative methods:
   - Run **WinDriver/util/wddebug_gui**.
   - Run the Debug Monitor from the DriverWizard's **Tools** menu.
   - On Windows, run **Start | Programs | WinDriver | Debug Monitor**.

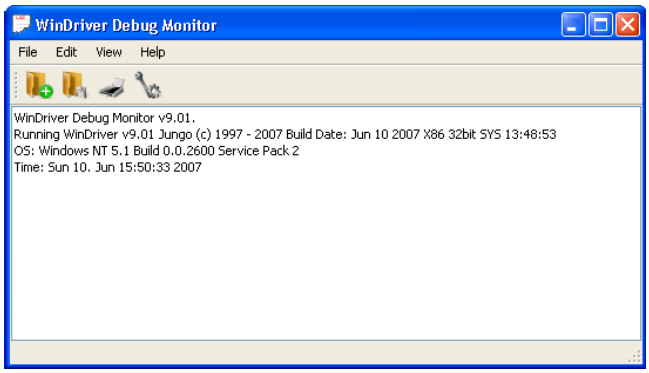
WinDriver Debug Monitor
File
Edit
View
Help
WinDriver Debug Monitor v9.01.
Running WinDriver v9.01 Jungo (c) 1997 - 2007 Build Date: Jun 10 2007 X86 32bit SYS 13:48:53
OS: Windows NT 5.1 Build 0.0.2600 Service Pack 2
Time: Sun 10. Jun 15:50:33 2007

Figure 6.1: Start Debug Monitor

2. Set the Debug Monitor's status, trace level and debug sections information from the **Debug Options** dialogue, which is activated either from the Debug Monitor's **View | Debug Options** menu or the **Debug Options** toolbar button.

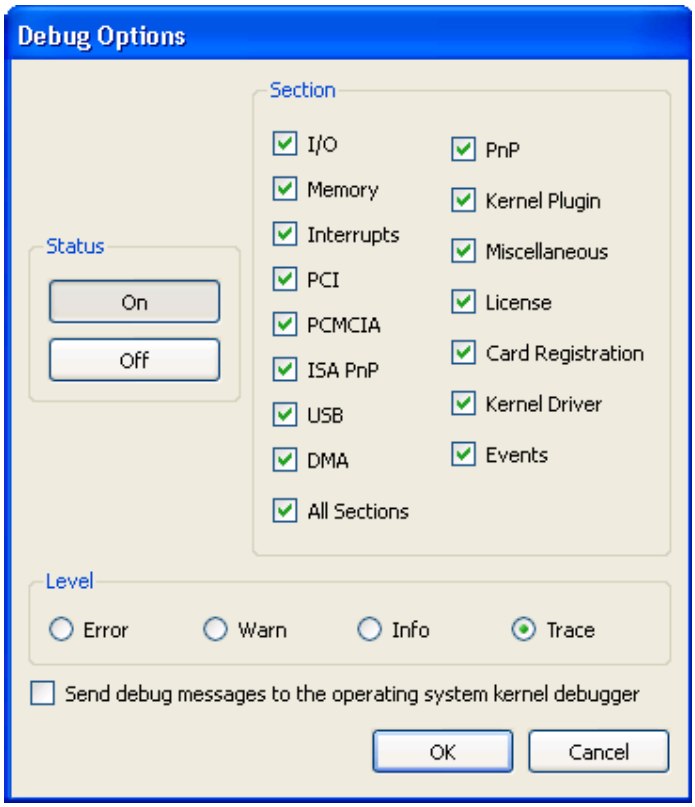

Figure 6.2: Debug Options

- **Status** – Set trace on or off.
- **Section** – Choose what part of the WinDriver API you would like to monitor. For example, if you are experiencing problems with the interrupt handler on your PCI card, select the **PCI** and **Interrupts** sections.

> **TIP**
> Choose carefully those sections that you would like to monitor. Checking more options than necessary could result in an overflow of information, making it harder for you to locate your problem.

- **Level** – Choose the level of messages you want to see for the resources defined.

  Error is the lowest trace level, resulting in minimum output to the screen.

  Trace is the highest trace level, displaying every operation the WinDriver kernel performs.

- Select the **Send debug messages to the operating system kernel debugger** option if you want debugging messages to be sent to an external kernel debugger as well.

  This option enables you to send to an external kernel debugger all the debug information that is received from WinDriver's kernel module.

  Now run your application, reproduce the problem, and view the debug information in the external kernel debugger's log.

  Windows users can use Microsoft's WinDbg tool, for example, which is freely supplied with Microsoft's Driver Development Kit (DDK) and from Microsoft's web site (Microsoft Debugging Tools page).

3. Once you have defined what you want to trace and on what level, click **OK** to close the **Debug Options** window.
4. Activate your program (step-by-step or in one run).
5. Watch the Debug Monitor log for errors or any unexpected messages.

6.2.1.1 Running the Graphical Debug Monitor for a Renamed Driver

By default, the graphical Debug Monitor program – **wddebug_gui** – logs messages from the **windrvr6.sys/.o/.ko** driver. However, you can also use **wddebug_gui** to log debug messages from a renamed driver (see explanation in section 15.2 regarding renaming the **windrvr6** driver module) by running **wddebug_gui** from the command line with the **`driver_name`** option:

```
wddebug_gui <driver_name>
```

NOTE
The driver name should be set to the name of the driver file without the file's extension; e.g. **windrvr6**, not **windrvr6.sys** (on Windows) or **windrvr6.o** (on Linux).

For example, if you have renamed the default **windrvr6.sys** driver on Windows to **my_driver.sys**, you can log messages from your driver by running the Debug Monitor using the following command:

```
wddebug_gui my_driver
```

6.2.2 Using the Debug Monitor in Console Mode – wddebug

The Debug Monitor utility
comes in a console-mode version – **WinDriver/util/wddebug** – which is available for all supported operating systems.

To use the **wddebug** console-mode version of the Debug Monitor utility on Windows 98/Me/2000/XP/Server 2003/Vista, Windows CE, Linux and Solaris, run the **WinDriver/util/wddebug** utility, as explained below.

i On Windows CE, start a Windows CE command window (**CMD.EXE**) on the Windows CE target and then run the program **WDDEBUG.EXE** inside this shell.

WDDEBUG USAGE

```
wddebug [<driver_name>] <command> [<level>] [<sections>]
```

NOTE
The **wddebug** command options must be used in the order in which they appear in the usage demonstration above.

`<driver_name>:` The name of the driver to which to apply the command.

The driver name can be set either to **windrvr6** (default), or to the name of any driver renamed from the **windrvr6** driver module (see explanation in section 15.2).

NOTE
The driver name should be set to the name of the driver file without the file's extension; e.g. **windrvr6**, not **windrvr6.sys** (on Windows) or **windrvr6.o** (on Linux).

`<command>:` The Debug Monitor command to execute:

- Activation commands:
  - **`on`** : Turn the Debug Monitor on.
  - **`off`** : Turn the Debug Monitor off.
  - **`dbg_on`** : Redirect the debug messages from the Debug Monitor to a kernel debugger and turn the Debug Monitor on (if it was not already turned on).

  - **`dbg_off`** : Stop redirecting debug messages from the Debug Monitor to a kernel debugger.

> **NOTE**
> The **`on`** and **`dbg_on`** commands can be run together with the **`level`** and/or **`sections`** options described below.

- **`dump`** : Continuously display (”dump”) debug information until the user presses `Esc`.
- **`status`** : Display information regarding the running **`<driver_name>`** kernel module; the current Debug Monitor status, including the active debug level and sections (when the Debug Monitor is on); and the size of the debug messages buffer.

> **NOTE**
> The following options are applicable only to the Debug Monitor **`on`** and **`dbg_on`** activation commands described above.

`<level>:` The debug trace level to set. The level can be set to either of the following flags: **`ERROR`**, **`WARN`**, **`INFO`** or **`TRACE`**, where `ERROR` is the lowest trace level and `TRACE` is the highest level (displays all messages).
The default debug trace level is `ERROR`.

`<sections>:` The debug sections to set. The debug sections determine what part of the WinDriver API you would like to monitor. For a full list of all supported debug sections, run **wddebug** with no arguments to view its usage instructions.
The default debug sections flag is **`ALL`** – sets all the supported debug sections.

USAGE SEQUENCE

To log messages using **wddebug**, use this sequence:

- Turn on the Debug Monitor by running **wddebug** with either the **`on`** command, or the **`dbg_on`** command – which redirects the debug messages to a kernel debugger before turning on the Debug Monitor.

  You can use the **`level`** and/or **`sections`** flags to set the debug level and/or sections for the log. If these options are not explicitly set, the default values will be used.

  You can also log messages from a renamed WinDriver driver by preceding the command with the name of the driver (see the **`<driver_name>`** option above). The default monitored driver is **windrvr6**.

- Run **wddebug** with the **`dump`** command to begin dumping debug messages to the command prompt.

  You can turn off the display of the debug messages at any time by pressing `Esc` in the command prompt.

- Run applications that use the driver, and view the debug messages as they are being logged to the command prompt / the kernel debugger.
- You can run **wddebug** with the **`status`** command at any time while the Debug Monitor is on in order to view the current debug level and sections, as well as information regarding the running **<driver_name>** kernel module.
- You can use **`dbg_on`** and **`dbg_off`** to toggle the redirection of debug messages to a kernel debugger at any time while the Debug Monitor is on.
- When you are ready, turn off the Debug Monitor by running **wddebug** with the **`off`** command.

i You can also run **wddebug** with the **`status`** command while the Debug Monitor is turned off in order to view information regarding the running **<driver_name>** kernel module.

EXAMPLE

The following is an example of a typical **wddebug** usage sequence. Since no **`<driver_name>`** is set, the commands are applied to the default driver – **windrvr6**.

- Turn the Debug Monitor on with the highest trace level for all sections:
  `wddebug on TRACE ALL`

  Note: This is the same as running **`"wddebug on TRACE"`**, since **`ALL`** is default debug sections option.

- Dump the debug messages continuously until you hit `Esc`:
  `wddebug dump`
- Use the driver and view the debug messages in the command prompt.
- Turn the Debug Monitor off:
  `wddebug off`

Chapter 7

Enhanced Support for Specific Chipsets

7.1 Overview

In addition to the standard WinDriver API and the DriverWizard code generation capabilities described in this manual, which support development of drivers for any PCI/ISA/PCMCIA/CardBus device, WinDriver offers enhanced support for specific PCI chipsets. The enhanced support includes custom API and sample diagnostics code, which are designed specifically for these chipsets.

WinDriver's enhanced support is currently available for the following chipsets: PLX 9030, 9050, 9052, 9054, 9056, 9080 and 9656; Altera pci_dev_kit; Xilinx VirtexII and Virtex 5; AMCC S5933.

7.2 Developing a Driver Using the Enhanced Chipset Support

When developing a driver for a device based on one of the enhanced-support chipsets [7.1], you can use WinDriver's chipset-set specific support by following these steps:

1. Locate the sample diagnostics program for your device under the **WinDriver/chip_vendor/chip_name/** directory.

   Most of the sample diagnostics programs are named **xxx_diag** and their source code is normally found under an **xxx_diag/** sub-directory. The program's executable is found under a sub-directory for your target operating system (e.g. **WIN32**\ for Windows.)

2. Run the custom diagnostics program to diagnose your device and familiarize yourself with the options provided by the sample program.

3. Use the source code of the diagnostics program as your skeletal device driver and modify the code, as needed, to suit your specific development needs. When modifying the code, you can utilize the custom WinDriver API for your specific chip. The custom API is typically found under the **WinDriver/chip_vendor/lib/** directory.

4. If the user-mode driver application that you created by following the steps above contains parts that require enhanced performance (e.g. an interrupt handler), you can move the relevant portions of your code to a Kernel PlugIn driver for optimal performance, as explained in Chapter 11.

Chapter 8

PCI Express

8.1 PCI Express Overview

The PCI Express (**PCIe**) bus architecture (formerly 3GIO or 3rd Generation I/O) was introduced by Intel, in partnership with other leading companies, including IBM, Dell, Compaq, HP and Microsoft, with the intention that it will become the prevailing standard for PC I/O in the years to come.

PCI-Express allows for larger bandwidth and higher scalability than the standard PCI 2.2 bus.

The standard PCI 2.2 bus is designed as a single parallel data bus through which all data is routed at a set rate. The bus shares the bandwidth between all connected devices, without the ability to prioritize between devices. The maximum bandwidth for this bus is 132MB/s, which has to be shared among all connected devices.

PCI Express consists of serial, point-to-point wired, individually clocked 'lanes', each lane consisting of two pairs of data lines that can carry data upstream and downstream simultaneously (full-duplex). The bus slots are connected to a switch that controls the data flow on the bus. A connection between a PCI Express device and a PCI Express switch is called a 'link'. Each link is composed of one or more lanes. A link composed of a single lane is called an x1 link; a link composed of two lanes is called an x2 link; etc. PCI Express supports x1, x2, x4, x8, x12, x16, and x32 link widths (lanes). The PCI Express architecture allows for a maximum bandwidth of approximately 500MB/s per lane. Therefore, the maximum potential bandwidth of this bus is 500MB/s for x1, 1,000MB/s for x2, 2,000MB/s for x4, 4,000MB/s for x8, 6,000MB/s for x12, and 8,000MB/s for x16. These values provide a significant improvement over the maximum 132MB/s bandwidth of the standard 32-bit PCI bus.

The increased bandwidth support makes PCI Express ideal for the growing number of devices that require high bandwidth, such as hard drive controllers, video streaming devices and networking cards.

The usage of a switch to control the data flow in the PCI Express bus, as explained above, provides an improvement over a shared PCI bus, because each device essentially has direct access to the bus, instead of multiple components having to share the bus. This allows each device to use its full bandwidth capabilities without having to compete for the maximum bandwidth offered by a single shared bus. Adding to this the lanes of traffic that each device has access to in the PCI Express bus, PCI Express truly allows for control of much more bandwidth than previous PCI technologies. In addition, this architecture enables devices to communicate with each other directly (peer-to-peer communication).

In addition, the PCI Express bus topology allows for centralized traffic-routing and resource-management, as opposed to the shared bus topology. This enables PCI Express to support quality of service (QoS): The PCI Express switch can prioritize packets, so that real-time streaming packets (i.e. a video stream or an audio stream) can take priority over packets that are not as time critical.

Another main advantage of the PCI Express is that it is cost-efficient to manufacture when compared to PCI and AGP slots or other new I/O bus solutions such as PCI-X.

PCI Express was designed to maintain complete hardware and software compatibility with the existing PCI bus and PCI devices, despite the different architecture of these two buses.

As part of the backward compatibility with the PCI 2.2 bus, legacy PCI 2.2 devices can be plugged into a PCI Express system via a PCI Express-to-PCI bridge, which translates PCI Express packets back into standard PCI 2.2 bus signals. This bridging can occur either on the motherboard or on an external card.

8.2 WinDriver for PCI Express

WinDriver fully supports backward compatibility with the standard PCI features on PCI Express boards. The wide support provided by WinDriver for the standard PCI bus – including a rich set of APIs, code samples and the graphical DriverWizard for hardware debugging and driver code generation – is also applicable to PCI Express devices, which by design are backward compatible with the legacy PCI bus.

You can also use WinDriver's PCI API to easily communicate with PCI devices connected to the PC via PCI Express-to-PCI bridges and switches (e.g. the PLX 8111/8114 bridges or the PLX 8532 switch, respectively).

In addition, WinDriver provides you with a set of APIs for easy access to the PCI Express extended configuration space on target platforms that support such access (e.g. Windows, Linux, Solaris 10+) – see the description of the `WDC_PciReadCfgXXX()` and `WDC_PciWriteCfgXXX()` functions in sections B.3.26 – B.3.33 of the present manual, or the description of the lower-level `WD_PciConfigDump()` function in the **WinDriver PCI Low-Level API Reference**.

On Linux and Windows Vista, the WinDriver interrupt handling APIs also support Message-Signaled Interrupts (MSI) and Extended Message-Signaled Interrupts (MSI-X), as detailed in section 9.2 of the manual.

WinDriver also features enhanced support for the Xilinix Virtex 5 PCI Express chip with Bus Mastering DMA Validation Design (BMD) firmware, found under the **WinDriver/virtex5/bmd/** directory. The sample includes library APIs and a sample application for communicating with the chip using WinDriver's APIs, including DMA and MSI handling.

Chapter 9

Advanced Issues

This chapter covers advanced driver development issues and contains guidelines for using WinDriver to perform tasks that cannot be fully automated by the DriverWizard.

Note that WinDriver's enhanced support for specific chipsets [7] includes custom APIs for performing hardware-specific tasks like DMA and interrupt handling, thus freeing developers of drivers for these chipsets from the need to implement the code for performing these tasks themselves.

9.1 Performing Direct Memory Access (DMA)

This section describes how to use WinDriver to implement bus-master Direct Memory Access (**DMA**) for devices capable of acting as bus masters. Such devices have a DMA controller, which the driver should program directly.

DMA is a capability provided by some computer bus architectures, including PCI, PCMCIA and CardBus, which allows data to be sent directly from an attached device to the memory on the host, freeing the CPU from involvement with the data transfer and thus improving the host's performance.

A DMA buffer can be allocated in two ways:

- **Contiguous Buffer:** A contiguous block of memory is allocated.
- **Scatter/Gather:** The allocated buffer can be fragmented in the physical memory and does not need to be allocated contiguously. The allocated physical memory blocks are mapped to a contiguous buffer in the calling process's

virtual address space, thus enabling easy access to the allocated physical memory blocks.

The programming of a device's DMA controller is hardware specific. Normally, you need to program your device with the *local address* (on your device), the *host address* (the physical memory address on your PC) and the *transfer count* (the size of the memory block to transfer), and then set the register that initiates the transfer.

WinDriver provides you with API for implementing both Contiguous Buffer DMA and Scatter/Gather DMA (if supported by the hardware) – see the description of `WDC_DMAContigBufLock()` [B.3.38], `WDC_DMASGBufLock()` [B.3.39] and `WDC_DMABufUnlock()` [B.3.40]. (The lower-level `WD_DMAxxx` API is described in the **WinDriver PCI Low-Level API Reference**, but we recommend using the convenient wrapper `WDC_xxx` API instead.)

This section includes code samples that demonstrate how to use WinDriver to implement Scatter/Gather and Contiguous Buffer DMA.

NOTES

- The sample routines demonstrate using either an interrupt mechanism or a polling mechanism to determine DMA completion.
- The sample routines allocate a DMA buffer and enable DMA interrupts (if polling is not used) and then free the buffer and disable the interrupts (if enabled) for each DMA transfer. However, when you implement your actual DMA code, you can allocate DMA buffer(s) once, at the beginning of your application, enable the DMA interrupts (if polling is not used), then perform DMA transfers repeatedly, using the same buffer(s), and disable the interrupts (if enabled) and free the buffer(s) only when your application no longer needs to perform DMA.

9.1.1 Scatter/Gather DMA

Following is a sample routine that uses WinDriver's WDC API [B.2] to allocate a Scatter/Gather DMA buffer and perform bus-master DMA transfers.

A more detailed example, which is specific to the enhanced support for PLX chipsets [7] can be found in the **WinDriver/plx/lib/plx_lib.c** library file and **WinDriver/plx/diag_lib/plx_diag_lib.c** diagnostics library file (which utilizes the **plx_lib.c** DMA API.)
A sample that uses the basic `WD_DMAxxx` API for implementing Scatter/Gather DMA for the Altera PCI dev kit board can be found in the **WinDriver/altera/pci_dev_kit/lib/altera_lib.c** library file.

9.1.1.1 Sample Scatter/Gather DMA Implementation

```
BOOL DMARoutine(WDC_DEVICE_HANDLE hDev, DWORD dwBufSize,
    UINT32 u32LocalAddr, DWORD dwOptions, BOOL fPolling, BOOL fToDev)
{
    PVOID pBuf;
    WD_DMA *pDma = NULL;
    BOOL fRet = FALSE;

    /* Allocate a user-mode buffer for Scatter/Gather DMA */
    pBuf = malloc(dwBufSize);
    if (!pBuf)
        return FALSE;

    /* Lock the DMA buffer and program the DMA controller */
    if (!DMAOpen(hDev, pBuf, u32LocalAddr, dwBufSize, fToDev, &pDma))
        goto Exit;

    /* Enable DMA interrupts (if not polling) */
    if (!fPolling)
    {
        if (!MyDMAInterruptEnable(hDev, MyDmaIntHandler, pDma))
            goto Exit; /* Failed enabling DMA interrupts */
    }

    /* Flush the CPU caches (see documentation of WDC_DMASyncCpu()) */
    WDC_DMASyncCpu(pDma);

    /* Start DMA - write to the device to initiate the DMA transfer */
    MyDMAStart(hDev, pDma);

    /* Wait for the DMA transfer to complete */
    MyDMAWaitForCompletion(hDev, pDma, fPolling);

    /* Flush the I/O caches (see documentation of WDC_DMASyncIo()) */
    WDC_DMASyncIo(pDma);

    fRet = TRUE;
Exit:
    DMAClose(pDma, fPolling);
    free(pBuf);
    return fRet;
}
```

```
/* DMAOpen: Locks a Scatter/Gather DMA buffer */
BOOL DMAOpen(WDC_DEVICE_HANDLE hDev, PVOID pBuf, UINT32 u32LocalAddr,
    DWORD dwDMABufSize, BOOL fToDev, WD_DMA **ppDma)
{
    DWORD dwStatus, i;
    DWORD dwOptions = fToDev ? DMA_TO_DEVICE : DMA_FROM_DEVICE;

    /* Lock a Scatter/Gather DMA buffer */
    dwStatus = WDC_DMASGBufLock(hDev, pBuf, dwOptions, dwDMABufSize, ppDma);
    if (WD_STATUS_SUCCESS != dwStatus)
    {
        printf("Failed locking a Scatter/Gather DMA buffer. Error 0x%lx - %s\n",
            dwStatus, Stat2Str(dwStatus));
        return FALSE;
    }

    /* Program the device's DMA registers for each physical page */
    MyDMAProgram((*ppDma)->Page, (*ppDma)->dwPages, fToDev);

    return TRUE;
}

/* DMAClose: Unlocks a previously locked Scatter/Gather DMA buffer */
void DMAClose(WD_DMA *pDma, BOOL fPolling)
{
    /* Disable DMA interrupts (if not polling) */
    if (!fPolling)
        MyDMAInterruptDisable(hDev);

    /* Unlock and free the DMA buffer */
    WDC_DMABufUnlock(pDma);
}
```

9.1.1.2 What Should You Implement?

In the code sample above, it is up to you to implement the following `MyDMAxxx()` routines, according to your device's specification

- `MyDMAProgram()`: Program the device's DMA registers.
  Refer the device's datasheet for the details.
- `MyDMAStart()`: Write to the device's registers to start DMA transfers.
- `MyDMAInterruptEnable()` and `MyDMAInterruptDisable()`: Use `WDC_IntEnable()` [B.3.43] and `WDC_IntDisable()` [B.3.44] (respectively) to enable/disable the software interrupts and write/read the relevant register(s) on the device in order to physically enable/disable the hardware DMA interrupts (see section 9.2 for details regarding interrupt handling with WinDriver.)
- `MyDMAWaitForCompletion()`: Poll the device for completion or wait for "DMA DONE" interrupt.

NOTE
When using the basic `WD_xxx` API (described in the **WinDriver PCI Low-Level API Reference**) to allocate a Scatter/Gather DMA buffer that is larger than 1MB, you need to set the `DMA_LARGE_BUFFER` flag in the call to `WD_DMALock()` and allocate memory for the additional memory pages, as explained in the following FAQ: `http://www.jungo.com/support/faq.html#dma1`. However, when using `WDC_DMASGBufLock()` [B.3.39] to allocate the DMA buffer, you do not need any special implementation for allocating large buffers, since the function handles this for you.

9.1.2 Contiguous Buffer DMA

Following is a sample routine that uses WinDriver's WDC API [B.2] to allocate a Contiguous DMA buffer and perform bus-master DMA transfers.

A more detailed example specific to the enhanced support PLX chipsets [7] can be found in the **WinDriver/plx/lib/plx_lib.c** library file
and **WinDriver/plx/diag_lib/plx_diag_lib.c** diagnostics library file (which utilizes the **plx_lib.c** DMA API.)
A sample of using the basic `WD_DMAxxx` API for implementing Contiguous Buffer DMA for the AMCC 5933 chip can be found in the **WinDriver/amcc/lib/amcclib.c** library file (the `WD_DMAxxx` API is described in the **WinDriver PCI Low-Level API Reference**).

9.1.2.1 Sample Contiguous Buffer DMA Implementation

```
BOOL DMARoutine(WDC_DEVICE_HANDLE hDev, DWORD dwDMABufSize,
    UINT32 u32LocalAddr, DWORD dwOptions, BOOL fPolling, BOOL fToDev)
{
    PVOID pBuf = NULL;
    WD_DMA *pDma = NULL;
    BOOL fRet = FALSE;

    /* Allocate a DMA buffer and open DMA for the selected channel */
    if (!DMAOpen(hDev, &pBuf, u32LocalAddr, dwDMABufSize, fToDev, &pDma))
        goto Exit;

    /* Enable DMA interrupts (if not polling) */
    if (!fPolling)
    {
        if (!MyDMAInterruptEnable(hDev, MyDmaIntHandler, pDma))
            goto Exit; /* Failed enabling DMA interrupts */
    }

    /* Flush the CPU caches (see documentation of WDC_DMASyncCpu()) */
    WDC_DMASyncCpu(pDma);

    /* Start DMA - write to the device to initiate the DMA transfer */
    MyDMAStart(hDev, pDma);

    /* Wait for the DMA transfer to complete */
    MyDMAWaitForCompletion(hDev, pDma, fPolling);

    /* Flush the I/O caches (see documentation of WDC_DMASyncIo()) */
    WDC_DMASyncIo(pDma);

    fRet = TRUE;

Exit:
    DMAClose(pDma, fPolling);
    return fRet;
}
```

```
/* DMAOpen: Allocates and locks a Contiguous DMA buffer */
BOOL DMAOpen(WDC_DEVICE_HANDLE hDev, PVOID *ppBuf, UINT32 u32LocalAddr,
    DWORD dwDMABufSize, BOOL fToDev, WD_DMA **ppDma)
{
    DWORD dwStatus;
    DWORD dwOptions = fToDev ? DMA_TO_DEVICE : DMA_FROM_DEVICE;

    /* Allocate and lock a Contiguous DMA buffer */
    dwStatus = WDC_DMAContigBufLock(hDev, ppBuf, dwOptions, dwDMABufSize, ppDma);
    if (WD_STATUS_SUCCESS != dwStatus)
    {
        printf("Failed locking a Contiguous DMA buffer. Error 0x%lx - %s\n",
            dwStatus, Stat2Str(dwStatus));
        return FALSE;
    }

    /* Program the device's DMA registers for the physical DMA page */
    MyDMAProgram((*ppDma)->Page, (*ppDma)->dwPages, fToDev);

    return TRUE;
}

/* DMAClose: Frees a previously allocated Contiguous DMA buffer */
void DMAClose(WD_DMA *pDma, BOOL fPolling)
{
    /* Disable DMA interrupts (if not polling) */
    if (!fPolling)
        MyDMAInterruptDisable(hDev);

    /* Unlock and free the DMA buffer */
    WDC_DMABufUnlock(pDma);
}
```

9.1.2.2 What Should You Implement?

In the code sample above, it is up to you to implement the following `MyDMAxxx()` routines, according to your device's specification

- `MyDMAProgram()`: Program the device's DMA registers.
  Refer the device's datasheet for the details.
- `MyDMAStart()`: Write to the device to initiate DMA transfers.
- `MyDMAInterruptEnable()` and `MyDMAInterruptDisable()`: Use `WDC_IntEnable()` [B.3.43] and `WDC_IntDisable()` [B.3.44] (respectively) to enable/disable the software interrupts and write/read the relevant register(s) on the device in order to physically enable/disable the hardware DMA interrupts (see section 9.2 for details regarding interrupt handling with WinDriver.)
- `MyDMAWaitForCompletion()`: Poll the device for completion or wait for "DMA DONE" interrupt.

9.1.3 Performing DMA on SPARC

The SPARC platform supports Direct Virtual Memory Access (**DVMA**). Platforms that support DVMA provide the device with a virtual address rather than a physical address. With this memory access method, the platform translates device accesses to the provided virtual address into the proper physical addresses using a type of Memory Management Unit (MMU). The device transfers data to and from a contiguous virtual image that can be mapped to dis-contiguous physical pages. Devices that operate on these platforms do not require Scatter/Gather DMA capability.

9.2 Handling Interrupts

WinDriver provides you with API, DriverWizard code generation, and samples, to simplify the task of handling interrupts from your driver.

If you are developing a driver for a device based on one of the enhanced-support WinDriver chipsets [7], we recommend that you use the custom WinDriver interrupt APIs for your specific chip in order to handle the interrupts, since these routines are implemented specifically for the target hardware.

For other chips, we recommend that you use the DriverWizard to detect/define the relevant information regarding the device interrupt (such as the interrupt request (IRQ) number, its type and its shared state), define commands to be executed in the kernel when an interrupt occurs (if required), and then generate skeletal diagnostics code, which includes interrupt routines that demonstrate how to use WinDriver's API to handle your device's interrupts, based on the information that you defined in the wizard.

The following sections provide a general overview of PCI/PCMCIA/ISA interrupt handling and explain how to handle interrupts using WinDriver's API. Use this information to understand the sample and generated DriverWizard interrupt code or to write your own interrupt handler.

9.2.1 Interrupt Handling – Overview

PCI, PCMIA and ISA hardware uses interrupts to signal the host.
There are two main methods of PCI interrupt handling:

Legacy Interrupts: The traditional interrupt handling, which uses a line-based mechanism. In this method, interrupts are signaled by using one or more external pins that are wired ”out-of-band”, i.e. separately from the main bus lines.

Legacy interrupts are divided into two groups:

- **Level-sensitive interrupts:** These interrupts are generated as long as the physical interrupt signal is high. If the interrupt signal is not lowered by the end of the interrupt handling in the kernel, the operating system will call the kernel interrupt handler repeatedly causing the host platform to hang. To prevent such a situation, the interrupt must be acknowledged (cleared) by the kernel interrupt handler immediately when it is received.

  Legacy PCI interrupts are level sensitive.

- **Edge-triggered interrupts:** These are interrupts that are generated once, when the physical interrupt signal goes from low to high. Therefore, exactly one interrupt is generated. No special action is required in order to acknowledge this type of interrupt.

  ISA/EISA interrupts are edge triggered.

MSI/MSI-X: Newer PCI bus technologies, available beginnig with v2.2 of the PCI bus and in PCI Express, support Message-Signaled Interrups (**MSI**). This method uses ”in-band” messages instead of pins and can target addresses in the host bridge. A PCI function can request up to 32 MSI messages.
Note: MSI and MSI-X are edge triggered and do not require acknowledgement in the kernel.

Among the advantages of MSIs:

- MSIs can send data along with the interrupt message.
- As opposed to legacy PCI interupts, MSIs are not shared, i.e. an MSI that is assigned to a device is guaranteed to be unique within the system.

Extended Message-Signaled Interrups (**MSI-X**) are available beginning with version 3.0 of the PCI bus. This method provides an enhanced version of the MSI mechanism, which includes the following advantages:

- Supports 2,048 messages instead of 32 messages supported by the standard MSI.
- Supports independent message address and message data for each message.
- Supports per-message masking.
- Enables more flexibility when software allocates fewer vectors than hardware requests. The software can reuse the same MSI-X address and data in multiple MSI-X slots.

The newer PCI buses, which support MSI/MSI-X, maintain software compatibility with the legacy line-based interrupts mecahnism by emulating legacy interrupts through in-band mechanisms. These emulated interrupts are treated as legacy interrupts by the host operating system.

WinDriver supports legacy line-based interrupts, both edge-triggered and level sensitive, on all supported operating systems: Windows, Windows CE, Linux and Solaris (for Windows CE, see specific information in section 9.2.8).

WinDriver also supports PCI MSI/MSI-X interrupts (when supported by the hardware) on Linux and Windows Vista (earlier versions of Windows do not support MSI/MSI-X), as detailed in section 9.2.6.

WinDriver provides a single set of APIs for handling both legacy and MSI/MSI-X interrupts, as described in this manual.

9.2.2 WinDriver Interrupt Handling Sequence

NOTE
This section describes how to use WinDriver to handle interrupts from a user-mode application. Since interrupt handling is a performance-critical task, it is very likely that you may want to handle the interrupts directly in the kernel. WinDriver's Kernel PlugIn [11] enables you to implement kernel-mode interrupt routines.
To find out how to handle interrupts from the Kernel PlugIn, please refer to section 11.6.5 of the manual.

The interrupt handling sequence using WinDriver is as follows:

1. The user calls one of WinDriver's interrupt enable functions – `WDC_IntEnable()` [B.3.43] or the low-level `InterruptEnable()` or `WD_IntEnable()` functions, described in the **WinDriver PCI Low-Level API Reference** – to enable interrupts on the device.
   These functions receive an optional array of read/write transfer commands to be executed in the kernel when an interrupt occurs (see step #3).
   NOTE: When using WinDriver to handle level sensitive interrupts, you **must** set up transfer commands for acknowledging the interrupt, as explained in section 9.2.5.
   When `WDC_IntEnable()` [B.3.43] or the lower-level `InterruptEnable()` function is called, WinDriver spawns a thread for handling incoming interrupts. When using the low-level `WD_IntEnable()` function you need to spawn the thread yourself
2. The interrupt thread runs an infinite loop that waits for an interrupt to occur.
3. When an interrupt occurs, WinDriver executes, in the kernel, any transfer commands that were prepared in advance by the user and passed to WinDriver's interrupt-enable functions (see section 9.2.5).
   When the control returns to the user mode, the driver's user-mode interrupt handler routine (as passed to WinDriver when enabling the interrupts with `WDC_IntEnable()` or `InterruptEnable()`) is called.
4. When the user-mode interrupt handler returns, the wait loop continues.
5. When the user no longer needs to handle interrupts, or before the user-mode application exits, the relevant WinDriver interrupt disable function should be called – `WDC_IntDisable()` [B.3.44] or the low-level `InterruptDisable()` or `WD_IntDisable()` functions, described in the **WinDriver PCI Low-Level API Reference** (depending on the function used to enable the interrupts).

NOTES

- The low-level `WD_IntWait()` WinDriver function (described in the **WinDriver PCI Low-Level API Reference**), which is used by the high-level interrupt enable functions to wait on interrupts from the device, puts the thread to sleep until an interrupt occurs. **There is no CPU consumption while waiting for an interrupt**. Once an interrupt occurs, it is first handled by the WinDriver kernel, then `WD_IntWait()` wakes up the interrupt handler thread and returns, as explained above.
- Since your interrupt handler runs in the user mode, you may call any OS API from this function, including file-handling and GDI functions.

9.2.3 Determining the Interrupt Types Supported by the Hardware

When retrieving resources information for a Plug-and-Play device using `WDC_PciGetDeviceInfo()` [B.3.7] (PCI) or `WDC_PcmciaGetDeviceInfo()` [B.3.8] (PCMCIA), or the low-level `WD_PciGetCardInfo()` or `WD_PcmciaGetCardInfo()` function (described in the **WinDriver PCI Low-Level API Reference**), the function returns information regarding the interrupt types supported by the hardware. This information is returned within the **`dwOptions`** field of the returned interrupt resource (`pDeviceInfo->Card.Item[i].I.Int.dwOptions` for the WDC functions / `pPciCard->Card.Item[i].I.Int.dwOptions` for the low-level functions). The interrupt options bit-mask can contain a combination of any of the following interrupt type flags:

- **`INTERRUPT_MESSAGE_X`**: Extended Message-Signaled Interrups (MSI-X). *
- **`INTERRUPT_MESSAGE`**: Message-Signaled Interrups (MSI). *
- **`INTERRUPT_LEVEL_SENSITIVE`**: legacy level sensitive interrupts.
- **`INTERRUPT_LATCHED`**: legacy edge triggered interrupts.
  The value of this flag is zero and it is applicable only when no other interrupt flag is set.

NOTES

- The **`INTERRUPT_MESSAGE`** and **`INTERRUPT_MESSAGE_X`** flags are applicable only to PCI devices [9.2.6].
- The **Windows** APIs do not distinguish between MSI and MSI-X; therefore, on this OS the WinDriver functions set the **`INTERRUPT_MESSAGE`** flag for both MSI and MSI-X. *

9.2.4 Determining the Interrupt Type Enabled for a PCI Card

When attempting to enable interrupts for a PCI card on Linux or Windows Vista, WinDriver first tries to use MSI-X or MSI, if supported by the card. If this fails, WinDriver attempts to enable legacy level sensitive interrupts.
WinDriver's interrupt enable functions return information regarding the interrupt type that was enabled for the card. This information is returned within the **`dwEnabledIntType`** field of the `WD_INTERRUPT` structure that was passed to the function. When using the high-level `WDC_IntEnable()` function, the information is stored within the `Int` field of the WDC device structure referred to by the function's `hDev` parameter [B.3.43], and can be retrieved using the **`WDC_GET_ENABLED_INT_TYPE`** low-level WDC macro [B.4.8].

9.2.5 Setting Up Kernel-Mode Interrupt Transfer Commands

When handling interrupts you may find the need to perform high-priority tasks at the kernel-mode level immediately when an interrupt occurs. For example, when handling level sensitive interrupts, such as legacy PCI interrupts [9.2.1], the interrupt line **must** be lowered (i.e. the interrupt must be acknowledged) in the kernel, otherwise the operating system will repeatedly call WinDriver's kernel interrupt handler, causing the host platform to hang. Acknowledgment of the interrupt is hardware-specific and typically involves writing or reading from specific run-time registers on the device. PCMCIA interrupts also require hardware-specific kernel-mode interrupt handling.

WinDriver's interrupt enable functions receive an optional pointer to an array of `WD_TRANSFER` structures [B.5.15], which can be used to set up read/write transfer command from/to memory or I/O addresses on the device.
The `WDC_IntEnable()` function [B.3.43] accepts this pointer and the number of commands in the array as direct parameters (`pTransCmds` and `dwNumCmds`).
The low-level `InterruptEnable()` and `WDC_IntEnable()` functions receive this information within the `Cmd` and `dwCmds` fields of the `WD_INTERRUPT` structure that is passed to them (see the **WinDriver PCI Low-Level API Reference**).
When you need to execute performance-critical transfers to/from your device upon receiving an interrupt – e.g. when handling level sensitive interrupts – you should prepare an array of `WD_TRANSFER` structures that contain the required information regarding the read/write operations to perform in the kernel upon arrival of an interrupt, and pass this array to WinDriver's interrupt enable functions. As explained in section 9.2.2(3), WinDriver's kernel-mode interrupt handler will execute the transfer commands passed to it within the interrupt enable function for each interrupt that it handles, before returning the control to the user mode.

9.2.5.1 Interrupt Mask Commands

The interrupt transfer commands array that you pass to WinDriver can also contain an interrupt mask structure, which will be used to verify the source of the interrupt. This is done by setting the transfer structure's `cmdTrans` field, which defines the type of the transfer command, to **`CMD_MASK`**, and setting the relevant mask in the transfer structure's `Data` field [B.5.15]. Note that interrupt mask commands must be set directly after a read transfer command in the transfer commands array.
When WinDriver's kernel interrupt handler encounters a mask interrupt command, it masks the value that was read from the device in the preceding read transfer command in the array, with the mask set in the interrupt mask command. If the mask is successful, WinDriver will claim control of the interrupt, execute the rest of the transfer commands in the array, and invoke your user-mode interrupt handler routine when the control returns to the user mode. However, if the mask fails, WinDriver will reject control of the interrupt, the rest of the interrupt transfer commands will not be executed, and your user-mode interrupt handler routine will not be invoked. (Note: acceptance and rejection of the interrupt is relevant only when handling legacy interrupts; since MSI/MSI-X interrupts are not shared, WinDriver will always accept control of such interrupts.)

NOTE
To gain more flexibility and control over the kernel-mode interrupt handling, you can use WinDriver's Kernel PlugIn feature [11], which allows you to write your own kernel-mode interrupt handler routines, as explained in section section 11.6.5 of the manual.

9.2.5.2 Sample WinDriver Transfer Commands Code

This section provides sample code for setting up interrupt transfer commands using the WinDriver Card (WDC) library API [B.2].
The sample code is provided for the following scenario: Assume you have a PCI card that generates level sensitive interrupts. When an interrupt occurs you expect the value of your card's interrupt command-status register (`INTCSR`), which is mapped to an I/O port address (`dwAddr`), to be `intrMask`.
In order to clear and acknowledge the interrupt you need to write 0 to the `INTCSR`.
The code below demonstrates how to define an array of transfer commands that instructs WinDriver's kernel-mode interrupt handler to do the following:

1. Read your card's `INTCSR` register and save its value.
2. Mask the read `INTCSR` value against the given mask (`intrMask`) to verify the source of the interrupt.
3. If the mask was successful, write 0 to the `INTCSR` to acknowledge the interrupt.

Note: all commands in the example are performed in modes of DWORD.

EXAMPLE

```
WD_TRANSFER trans[3]; /* Array of 3 WinDriver transfer command structures */
BZERO(trans);

/* 1st command: Read a DWORD from the INTCSR I/O port */
trans[0].cmdTrans = RP_DWORD;
/* Set address of IO port to read from: */
trans[0].dwPort = dwAddr; /* Assume dwAddr holds the address of the INTCSR */

/* 2nd command: Mask the interrupt to verify its source */
trans[1].cmdTrans = CMD_MASK;
trans[1].Data.Dword = intrMask; /* Assume intrMask holds your interrupt mask */

/* 3rd command: Write DWORD to the INTCSR I/O port.
   This command will only be executed if the value read from INTCSR in the
   1st command matches the interrupt mask set in the 2nd command. */
trans[2].cmdTrans = WP_DWORD;
/* Set the address of IO port to write to: */
trans[2].dwPort = dwAddr; /* Assume dwAddr holds the address of INTCSR */
/* Set the data to write to the INTCSR IO port: */
trans[2].Data.Dword = 0;
```

After defining the transfer commands, you can proceed to enable the interrupts. The following code demonstrates how to use the `WDC_IntEnable()` function to enable the interrupts using the transfer commands prepared above:

```
/* Enable the interrupts:
   hDev: WDC_DEVICE_HANDLE received from a previous call to WDC_PciDeviceOpen().
   INTERRUPT_CMD_COPY: Used to save the read data - see WDC_IntEnable().
   interrupt_handler: Your user-mode interrupt handler routine.
   pData: The data to pass to the interrupt handler routine. */
WDC_IntEnable(hDev, &trans, 3, INTERRUPT_CMD_COPY, interrupt_handler,
    pData, FALSE);
```

9.2.6 WinDriver MSI/MSI-X Interrupt Handling

As indicated in section 9.2.1, WinDriver supports PCI Message-Signaled Interrupts (MSI) and Extended Message-Signaled Interrupts (MSI-X) on Linux and Windows Vista (earlier versions of Windows do not support MSI/MSI-X).
The same APIs are used for handling both legacy and MSI/MSI-X interrupts, and these APIs return information regarding interrupt types supported by your hardware [9.2.3] and the interrupt type that was enabled for it [9.2.4].

When using WinDriver on **Windows Vista**, WinDriver's kernel-mode interrupt handler sets the interrupt message data in the **`dwLastMessage`** field of the `WD_INTERRUPT` structure that was passed to the interrupt enable/wait function.
If you pass the same interrupt structure as part of the data to your user-mode interrupt handler routine, as demonstrated in the sample and generated DriverWizard interrupt code, you will be able to access this information from your interrupt handler. Similiarly, when using a Kernel PlugIn driver [11], if you include this interrupt structure within the interrupt context that is set by the `KP_IntEnable()` function [B.6.6], you will be able to access the interrupt information from your `KP_IntAtIrql()` [B.6.8] and `KP_IntAtDpc()` [B.6.9] interrupt handler routines.

9.2.6.1 Windows MSI/MSI-X Device INF Files

NOTE
The information in this section is relevant only when working on Windows.

To successfully handle PCI interrupts with WinDriver on Windows, you must first install an INF file that registers your PCI card to work with WinDriver's kernel driver, as explained in section 15.1.
To use MSI/MSI-X on Windows, the card's INF file must contain specific `[Install.NT.HW]` MSI information (see below).
The sample and generated DriverWizard INF files do not include MSI/MSI-X information, with one exception – the Xilinix Virtex 5 sample, which demonstrates MSI handling and includes a relevant INF file for this purpose – **xilinx/virtex5/bmd/diag/ml555_bmd.inf**.

Therefore, to use MSI/MSI-X on Windows Vista with WinDriver – provided your hardware supports MSI/MSI-X – you need to install an appropriate INF file. You can prepare such a file using one of the following alternative methods:

- Generate an INF file for your PCI card using DriverWizard [4.2 (3)], or use an INF file from one of WinDriver's enhanced-support chipsets [7] that suits your card. Then add the following lines to the generated/sample INF file, after the `[Install.NT]` section in the file:

```
[Install.NT.HW]
AddReg = Install.NT.HW.AddReg

[Install.NT.HW.AddReg]
HKR, "Interrupt Management", 0x00000010
HKR, "Interrupt Management\MessageSignaledInterruptProperties",
     0x00000010
HKR, "Interrupt Management\MessageSignaledInterruptProperties",
     MSISupported, 0x10001, 1
```

- Copy the **ml555_bmd.inf** Virtex 5 WinDriver INF file; rename the file and replace any instances of the original file name within the file with the new file name; modify the hardware IDs under the `[DeviceList]` and `[DeviceList.NTamd64]` entries to fit your hardware's IDs; change the `jun` and `Mfg` strings to fit your specific information, and make any other desired modifications (such as changing the `Class` and `ClassGUID` entries).

After creating a relevant INF file, install it, as explained in section 15.1.2 of the manual.

NOTE
If your card's INF file does not include MSI/MSI-X information, as detailed above, WinDriver will attempt to handle your card's interrupts using the legacy level sensitive interrupt handling method, even if you hardware supports MSI/MSI-X.

9.2.7 Sample User-Mode WinDriver Interrupt Handling Code

The sample code below demonstrates how you can use the WDC library's [B.2] interrupt APIs (described in sections B.3.43 – B.3.45 of the manual) to implement a simple user-mode interrupt handler.
For complete interrupt handler source code that uses the WDC interrupt functions, refer, for example, to the WinDriver **pci_diag** (**WinDriver/samples/pci_diag/**), **pcmcia_diag** (**WinDriver/samples/pcmcia_diag/**), and PLX (**WinDriver/plx/**) samples and to the generated DriverWizard PCI/PCMCIA/ISA code. For a sample of MSI interrupt handling, using the same APIs, refer to the **virtex5** sample (**xilinx/virtex5/bmd/**).

NOTES

- The following sample code demonstrates interrupt handling for an edge triggered ISA card. The code does not set up any kernel-mode interrupt transfer commands [9.2.5], which is accetable in the case of edge-triggered or MSI/MSI-X interrupts [9.2.1]. Note that when using WinDriver to handle level sensitive or PCMCIA interrupts from the user mode, you must set up transfer commands for acknowledging the interrupt in the kernel, as explained above and as demonstrated in section 9.2.5.
- As mentioned above [9.2.6], WinDriver provides a single set of APIs for handling both legacy and MSI/MSI-X interrupts. You can therefore also use the following code to handle MSI/MSI-X PCI interrupts (if supported by your hardware), on Linux or Windows Vista, by simply replacing the use of `WDC_IsaDeviceOpen()` in the sample with `WDC_PciDeviceOpen()` [B.3.9].

EXAMPLE

```
VOID DLLCALLCONV interrupt_handler (PVOID pData)
{
    PWDC_DEVICE pDev = (PWDC_DEVICE)pData;

    /* Implement your interrupt handler routine here */

    printf("Got interrupt %d\n", pDev->Int.dwCounter);
}

...

int main()
{
    DWORD dwStatus;
    WDC_DEVICE_HANDLE hDev;
    ...
    WDC_DriverOpen(WDC_DRV_OPEN_DEFAULT, NULL);
    ...
    hDev = WDC_IsaDeviceOpen(...);
    ...
    /* Enable interrupts. This sample passes the WDC device handle as the data
        for the interrupt handler routine */
    dwStatus = WDC_IntEnable(hDev, NULL, 0, 0,
```

```
        interrupt_handler, (PVOID)hDev, FALSE);
    /* WDC_IntEnable() allocates and initializes the required WD_INTERRUPT
        structure, stores it in the WDC_DEVICE structure, then calls
        InterruptEnable(), which calls WD_IntEnable() and creates an interrupt
        handler thread */
    if (WD_STATUS_SUCCESS != dwStatus)
    {
       printf ("Failed enabling interrupt. Error: 0x%x - %s\n",
           dwStatus, Stat2Str(dwStatus));
    }
    else
    {
        printf("Press Enter to uninstall interrupt\n");
        fgets(line, sizeof(line), stdin);

        WDC_IntDisable(hDev);
        /* WDC_IntDisable() calls InterruptDisable(), which calls WD_IntDisable() */
    }
    ...
    WDC_IsaDeviceClose(hDev);
    ...
    WDC_DriverClose();
}
```

9.2.8 Interrupts on Windows CE

Windows CE uses a logical interrupt scheme rather than the physical interrupt number. It maintains an internal kernel table that maps the physical IRQ number to the logical IRQ number. Device drivers are expected to use the logical interrupt number when requesting interrupts from Windows CE. In this context, there are three approaches to interrupt mapping:

1. **Use Windows CE Plug-and-Play for Interrupt Mapping (PCI bus driver)**
   This is the recommended approach to interrupt mapping on Windows CE. Register the device with the PCI bus driver. Following this method will cause the PCI bus driver to perform the IRQ mapping and direct WinDriver to use it.

   For an example how to register your device with the PCI bus driver, refer to section 5.3.

2. **Use the Platform Interrupt Mapping** (On X86 or ARM)
   In most of the x86 or MIPS platforms, all physical interrupts, except for a few reserved interrupts, are statically mapped using this simple mapping:

```
logical interrupt = SYSINTR_FIRMWARE + physical interrupt
```

When the device is not registered with Windows CE Plug-and-Play, WinDriver will follow this mapping.

3. **Specify the Mapped Interrupt Value**

> **NOTE**
> This option can only be performed by the Platform Builder.

Provide the device's mapped logical interrupt value. If unavailable, statically map the physical IRQ to a logical interrupt. Then call `WD_CardRegister()` with the logical interrupt and with the **`INTERRUPT_CE_INT_ID`** flag set. The static interrupt map is in the file **CFWPC.C** (located in the **%_TARGETPLATROOT%\KERNEL\HAL** directory).

You will then need to rebuild the Windows CE image **NK.BIN** and download the new executable onto your target platform.

Static mapping is helpful also in the case of using reserved interrupt mapping. Suppose your platform static mapping is:

- **IRQ0**: Timer Interrupt
- **IRQ2**: Cascade interrupt for the second PIC
- **IRQ6**: The floppy controller
- **IRQ7**: LPT1 (because the PPSH does not use interrupts)
- **IRQ9**
- **IRQ13**: The numeric coprocessor

An attempt to initialize and use any of these interrupts will fail. However, you may want to use one or more of these interrupts on occasion, such as when you do not want to use the PPSH, but you want to reclaim the parallel port for some other purpose. To solve this problem, simply modify the file **CFWPC.C** (located in the **%_TARGETPLATROOT%\KERNEL\HAL** directory) to include code, as shown below, that sets up a value for interrupt 7 in the interrupt mapping table:

```
SETUP_INTERRUPT_MAP(SYSINTR_FIRMWARE+7,7);
```

Suppose you have a PCI card which was assigned IRQ9. Since Windows CE does not map this interrupt by default, you will not be able to receive interrupts from this card. In this case, you will need to insert a similar entry for IRQ9:

```
SETUP_INTERRUPT_MAP(SYSINTR_FIRMWARE+9,9);
```

9.2.8.1 Improving Interrupt Latency on Windows CE

You can reduce the interrupt latency on Windows CE for PCI devices by making slight changes in the registry and in your code:

1. When developing your driver on Windows CE platforms, you must first register your device to work with WinDriver, as explained in section 5.3.
   Change the last value in the registry from:
   `"WdIntEnh"=dword:0`
   to:
   `"WdIntEnh"=dword:1`

   If you exclude this line, or leave the value 0, the interrupt latency will not be reduced.

2. Add **WD_CE_ENHANCED_INTR** to your Preprocessor Definitions of your project and recompile your entire project. When using Microsoft eMbedded Visual C++, the Preprocessor Definitions are found under Project Settings.

3. When using the low-level `WD_xxx` API (described in the **WinDriver PCI Low-Level API Reference**), call **`WD_InterruptDoneCe()`** immediately after calling `WD_IntEnable()`.

> **NOTE**
> When using WinDriver's **WDC** APIs [B.2] to handle the interrupts, or when enabling interrupts using the lower-level `InterruptEnable()` function (described in the **WinDriver PCI Low-Level API Reference**), you do not need to call `WD_InterruptDoneCe()`, since `WDC_IntEnable()` [B.3.43] / `InterruptEnable()` automatically call `WD_InterruptDoneCe()`.

`WD_InterruptDoneCe()` receives two parameters:

```
void WD_InterruptDoneCe(HANDLE hWD, WD_INTERRUPT pInt);
```

- **`hWD`**: Handle to WinDriver's kernel-mode driver as received from `WD_Open()` (see description of `WD_Open()` in the **WinDriver PCI Low-Level API Reference**).
- **`pInt`**: Pointer to a `WD_INTERRUPT` structure returned from `WD_IntEnable()`.

9.3 Byte Ordering

9.3.1 Introduction to Endianness

There are two main architectures for handling memory storage. They are called Big Endian and Little Endian and refer to the order in which the bytes are stored in memory.

- Big endian means that the most significant byte of any multi-byte data field is stored at the lowest memory address.
  This means a Hex word like 0x1234 is stored in memory as (0x12 0x34). The big end, or upper end, is stored first. The same is true for a four-byte value; for example, 0x12345678 would be stored as (0x12 0x34 0x56 0x78).
- Little endian means that the least significant byte of any multi-byte data field is stored at the lowest memory address.
  This means a Hex word like 0x1234 is stored in memory as (0x34 0x12). The little end, or lower end, is stored first. The same is true for a four-byte value; for example, 0x12345678 would be stored as (0x78 0x56 0x34 0x12).

All processors are designated as either big endian or little endian. Intel's x86 processors and their clones are little endian. Sun's SPARC, Motorola's 68K, and the PowerPC families are all big endian.

An endianness difference can cause problems if a computer unknowingly tries to read binary data written in the opposite format from a shared memory location or file.

The terms big endian and little endian are derived from the Lilliputians of Gulliver's Travels (Jonathan Swift 1726), whose major political issue was which end of the soft-boiled egg should be opened, the little or the big end.

9.3.2 WinDriver Byte Ordering Macros

The PCI bus is designated as little endian, complying with x86 architecture. In order to prevent problems resulting from byte ordering incompatibility between the PCI bus and SPARC and PowerPC architectures, WinDriver includes macro definitions that convert data between little and big endian.

When developing drivers using WinDriver, these macro definitions enable cross platform portability. Using these macro definitions is safe even for drivers that are going to be deployed on x86 architecture.

The following sections describe the macros and when to use them.

9.3.3 Macros for PCI Target Access

WinDriver's macros for PCI target access are used for converting endianness while reading/writing from/to PCI cards using memory mapped ranges of PCI devices.

NOTE
These macro definitions apply to Linux PowerPC architecture.

- **dtoh16** - Macro definition for converting a WORD (device to host)
- **dtoh32** - Macro definition for converting a DWORD (device to host)
- **dtoh64** - Macro definition for converting a QWORD (device to host)

Use WinDriver's macro definitions in the following situations:

1. Apply the macro on the data you write to the device in cases of direct write access to the card using a memory mapped range.

   For example:

   ```
   DWORD data = VALUE;
   *mapped_address = dtoh32(data);
   ```

2. Apply the macro on the data you read from the device in cases of direct read access from the card using a memory mapped range.

   For example:

   ```
   WORD data = dtoh16(*mapped_address);
   ```

NOTE
WinDriver's APIs – `WDC_Read/WriteXXX()` [B.3.18 – B.3.23], `WDC_MultiTransfer()` [B.3.24], and the lower level `WD_Transfer()` and `WD_MultiTransfer()` functions (see the **WinDriver PCI Low-Level API Reference**) already perform the required byte ordering translations, therefore when using these APIs to read/write memory addresses you do not need to use the `dtoh16/32/64()` macros to convert the data (nor is this required for I/O addresses).

9.3.4 Macros for PCI Master Access

WinDriver's macros for PCI master access are used for converting endianness of data in host memory that is accessed by the PCI master device, i.e. in cases of access that is initiated by the device rather than the host.

NOTE
These macro definitions apply to both Linux PowerPC and SPARC architectures.

- **htod16** - Macro definition for converting a WORD (host to device)
- **htod32** - Macro definition for converting a DWORD (host to device)
- **htod64** - Macro definition for converting a QWORD (host to device)

Use WinDriver's macro definitions in the following situations:

Apply the macro on data you prepare on the host memory that will be read/written by the card. An example of such a case is a chain of descriptors for scatter/gather DMA.

The following example is an extract from the `PLX_DMAOpen()` function in WinDriver's PLX library (see **WinDriver/plx/lib/plx_lib.c**):

```
/* Setting chain of DMA pages in the memory */
for (dwPageNumber = 0, u32MemoryCopied = 0;
    dwPageNumber < pPLXDma->pDma->dwPages;
    dwPageNumber++)
{
    pList[dwPageNumber].u32PADR =
        htod32((UINT32)pPLXDma->pDma->Page[dwPageNumber].pPhysicalAddr);
    pList[dwPageNumber].u32LADR =
        htod32((u32LocalAddr + (fAutoinc ? u32MemoryCopied : 0)));
    pList[dwPageNumber].u32SIZ =
        htod32((UINT32)pPLXDma->pDma->Page[dwPageNumber].dwBytes);
    pList[dwPageNumber].u32DPR =
        htod32((u32StartOfChain + sizeof(DMA_LIST) * (dwPageNumber + 1))
        | BIT0 | (fIsRead ? BIT3 : 0));
    u32MemoryCopied += pPLXDma->pDma->Page[dwPageNumber].dwBytes;
}

pList[dwPageNumber - 1].u32DPR |= htod32(BIT1); /* Mark end of chain */
```

Chapter 10

Improving Performance

10.1 Overview

Once your user-mode driver has been written and debugged, you might find that certain modules in your code do not operate fast enough (for example: an interrupt handler or accessing I/O-mapped regions). If this is the case, try to improve performance in one of the following ways:

- Improve the performance of your user-mode driver [10.2].
- Create a Kernel PlugIn driver [11] and move the performance-critical portions of your code to the Kernel PlugIn.

> **NOTE**
> Kernel PlugIn is not implemented under Windows CE. In this operating system there is no separation between kernel mode and user mode, therefore top performance can be achieved without using the Kernel PlugIn.
> To improve the interrupt handling rate on Windows CE, follow the instructions in section 9.2.8.1 of the manual.

Use the following checklist to determine how to best improve the performance of your driver.

10.1.1 Performance Improvement Checklist

The following checklist will help you determine how to improve the performance of your driver:

Problem	Solution
ISA Card – accessing an I/O-mapped range on the card	When transferring a large amount of data, use block (string) transfers and/or group several data transfer function calls into a single multi-transfer function call, as explained in section 10.2.2 below. If this does not solve the problem, handle the I/O at kernel mode by writing a Kernel PlugIn driver, as explained in Chapters 11 and 12 of the manual.
PCI Card – accessing an I/O-mapped range on the card	Avoid using I/O ranges in your hardware design. Use Memory mapped ranges instead as they are accessed significantly faster.
Accessing a memory-mapped range on the card	Try to access memory directly instead of using function calls, as explained in section 10.2.1 below. When transferring large amounts of data, consider also the solution to problem #1 above. If the problem persists, then there is a hardware design problem. You will not be able to increase performance by using any software design method, writing a Kernel PlugIn, or even by writing a full kernel driver.
Interrupt latency – missing interrupts, receiving interrupts too late	Handle the interrupts in the kernel mode by writing a Kernel PlugIn driver, as explained in Chapters 11 and 12.
PCI target access vs. master access	PCI target access is usually slower than PCI master access (bus-master DMA). For large data transfers, bus-master DMA access is preferable. Section 9.1 of the manual explains how to use WinDriver to implement bus-master DMA.

10.2 Improving the Performance of a User-Mode Driver

As a general rule, transfers to memory-mapped regions are faster than transfers to I/O-mapped regions, because WinDriver enables you to access memory-mapped regions directly from the user mode, without the need for a function call, as explained in section 10.2.1.

In addition, the WinDriver APIs enable you to improve the performance of your I/O and memory data transfers by using block (string) transfers and by grouping several data transfers into a single function call, as explained in section 10.2.2.

10.2.1 Using Direct Access to Memory-Mapped Regions

When registering a PCI/PCMCIA/ISA card, using the relevant `WDC_xxxDeviceOpen()` function (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11]) or the low-level `WD_CardRegister()` function (see the **WinDriver PCI Low-Level API Reference**), WinDriver returns both user-mode and kernel-mode mappings of the card's physical memory regions. These addresses can then be used to access the memory regions on the card directly, either from the user mode or from the kernel mode (respectively), thus eliminating the context switches between the user and kernel modes and the function calls overhead for accessing the memory.

The `WDC_MEM_DIRECT_ADDR` macro [B.4.5] provides the relevant direct memory access base address – user-mode mapping when called from the user-mode / kernel-mode mapping when called from a Kernel PlugIn driver [11] – for a given memory address region on the card. You can then pass the mapped base address to the `WDC_ReadMem8/16/32/64` and `WDC_WriteMem8/16/32/64` macros [B.3.18], along with the desired offset within the selected memory region, to directly access a specific memory address on the card, either from the user mode or in the kernel. In addition, all the `WDC_ReadAddrXXX()` and `WDC_WriteAddrXXX()` functions [B.3.20 – B.3.23], with the exception of `WDC_ReadAddrBlock()` [B.3.22] and `WDC_WriteAddrBlock()` [B.3.23], access memory addresses directly, using the correct mapping, based on the calling context (user mode/kernel mode).

When using the low-level `WD_xxx()` APIs, described in the **WinDriver PCI Low-Level API Reference**, the user-mode and kernel-mode mappings of the card's physical memory regions are returned by `WD_CardRegister()` within the `dwTransAddr` and `dwUserDirectAddr` fields of the `pCardReg->Card.Item[i]` card resource item structures. The `dwTransAddr` result should be used as a base address in calls to `WD_Transfer()` or `WD_MultiTransfer()` or when accessing memory directly from a Kernel PlugIn driver [11]. To access the memory directly from your user mode process, use `dwUserDirectAddr` as a regular pointer.

Whatever the method you select to access the memory on your card, it is important to align the base address according to the size of the data type, especially when issuing string transfer commands. Otherwise, the transfers are split into smaller portions. The easiest way to align data is to use basic types when defining a buffer, i.e.:

```
BYTE buf[len];      /* for BYTE transfers  - not aligned                  */
WORD buf[len];      /* for WORD transfers  - aligned on a 2-byte boundary */
UINT32 buf[len];    /* for DWORD transfers - aligned on a 4-byte boundary */
UINT64 buf[len];    /* for QWORD transfers - aligned on a 8-byte boundary */
```

10.2.2 Block Transfers and Grouping Multiple Transfers

To transfer large amounts of data to/from memory addresses or I/O addresses (which by definition cannot be accessed directly, as opposed to memory addresses – see section 10.2.1), use the following methods to improve performance by reducing the function calls overhead and context switches between the user and kernel modes:

- Perform block (string) transfers using `WDC_ReadAddrBlock()` [B.3.22] / `WDC_WriteAddrBlock()` [B.3.23] or the low-level `WD_Transfer()` function (see **WinDriver PCI Low-Level API Reference**).
- Group several transfers into a single function call, using `WDC_MultiTransfer()` [B.3.24] or the low-level `WD_MultiTransfer()` function (see the **WinDriver PCI Low-Level API Reference**).

10.2.3 Performing 64-bit Data Transfers

NOTE
The ability to perform actual 64-bit transfers is dependent on the existence of support for such transfers by the hardware, CPU, bridge, etc., and can be affected by any of these factors or their specific combination.

WinDriver supports 64-bit PCI data transfers on the supported Windows, Linux and Solaris 64-bit platforms (see Appendix A for a full list), as well as on Windows, Linux and Solaris 32-bit x86 platforms.

If your PCI hardware (card and bus) is 64-bit, the ability to perform 64-bit data transfers on 32-bit platforms will enable you to utilize your hardware's broader bandwidth, even if your host operating system is only 32-bit.

This innovative technology makes possible data transfer rates previously unattainable on 32-bit platforms. Drivers developed using WinDriver will attain significantly better performance results than drivers written with the DDK or other driver

development tools. To date, such tools do not enable 64-bit data transfer on x86 platforms running 32-bit operating systems. Jungo's benchmark performance testing results for 64-bit data transfer indicate a significant improvement of data transfer rates compared to 32-bit data transfer, guaranteeing that drivers developed with WinDriver will achieve far better performance than 32-bit data transfer normally allows.

You can perform 64-bit data transfers using any of the following methods:

- Call `WDC_ReadAddr64()` [B.3.20] or `WDC_WriteAddr64()` [B.3.21].
- Call `WDC_ReadAddrBlock()` [B.3.22] or `WDC_WriteAddrBlock()` [B.3.23] with an access mode of `WDC_SIZE_64` [B.3.1.4].
- Call `WDC_MultiTransfer()` [B.3.24] or the low-level `WD_Transfer()` or `WD_MultiTransfer()` functions (see **WinDriver PCI Low-Level API Reference**) with QWORD read/write transfer commands (see the documentation of these functions for details).

You can also perform 64-bit transfers to/from the PCI configuration space using `WDC_PciReadCfg64()` [B.3.32] / `WDC_PciWriteCfg64()` [B.3.33] and `WDC_PciReadCfgBySlot64()` [B.3.30] / `WDC_PciWriteCfgBySlot64()` [B.3.31].

Chapter 11

Understanding the Kernel PlugIn

This chapter provides a description of WinDriver's Kernel PlugIn feature.

NOTE
Kernel PlugIn is not implemented under Windows CE. In this operating system there is no separation between kernel mode and user mode, therefore top performance can be achieved without using the Kernel PlugIn.
To improve the interrupt handling rate on Windows CE, follow the instructions in section 9.2.8.1 of the manual.

11.1 Background

The creation of drivers in user mode imposes a fair amount of function call overhead from the kernel to user mode, which may cause performance to drop to an unacceptable level. In such cases, the Kernel PlugIn feature allows critical sections of the driver code to be moved to the kernel while keeping most of the code intact. Using WinDriver's Kernel PlugIn feature, your driver will operate without any degradation in performance.

The advantages of writing a Kernel PlugIn driver over a standard OS kernel-mode driver are:

- All the driver code is written and debugged in user mode.
- The code segments that are moved to kernel mode remain essentially the same and therefore typically no kernel debugging is needed.

- The parts of the code that will run in the kernel through the Kernel PlugIn are platform independent and therefore will run on every platform supported by WinDriver and the Kernel PlugIn. A standard kernel-mode driver will run only on the platform it was written for.

Using WinDriver's Kernel PlugIn feature, your driver will operate without any performance degradation.

11.2 Do I Need to Write a Kernel PlugIn Driver?

Not every performance problem requires you to write a Kernel PlugIn driver. Some performance problems can be solved in the user-mode driver by better utilization of the features that WinDriver provides. For further information, please refer to Chapter 10.

11.3 What Kind of Performance Can I Expect?

Since you can write your own interrupt handler in the kernel with the WinDriver Kernel PlugIn, you can expect to handle about 100,000 interrupts per second without missing any one of them.

11.4 Overview of the Development Process

Using the WinDriver Kernel PlugIn, you normally first develop and debugs the driver in the user mode, using with the standard WinDriver tools. After identifying the performance-critical parts of the code (such as the interrupt handling or access to I/O-mapped memory ranges), you can create a Kernel PlugIn driver, which runs in kernel mode, and drop the performance-critical portions of your code into the Kernel PlugIn driver, thus eliminating the calling overhead and context switches that occur when implementing the same tasks in the user mode.

This unique architecture allows the developer to start with quick and easy development in the user mode, and progress to performance-oriented code only where needed, thus saving development time and providing for virtually zero performance degradation.

11.5 The Kernel PlugIn Architecture

11.5.1 Architecture Overview

A driver written in user mode uses WinDriver's API (`WDC_xxx` and/or `WD_xxx` [B.2]) to access devices. If a certain function that was implemented in the user mode requires kernel performance (the interrupt handler, for example), that function is moved to the WinDriver Kernel PlugIn. Generally it should be possible to move code that uses `WDC_xxx / WD_xxx` function calls from the user mode to the kernel without modification, since the same WinDriver API is supported both in the user mode and in the Kernel PlugIn.

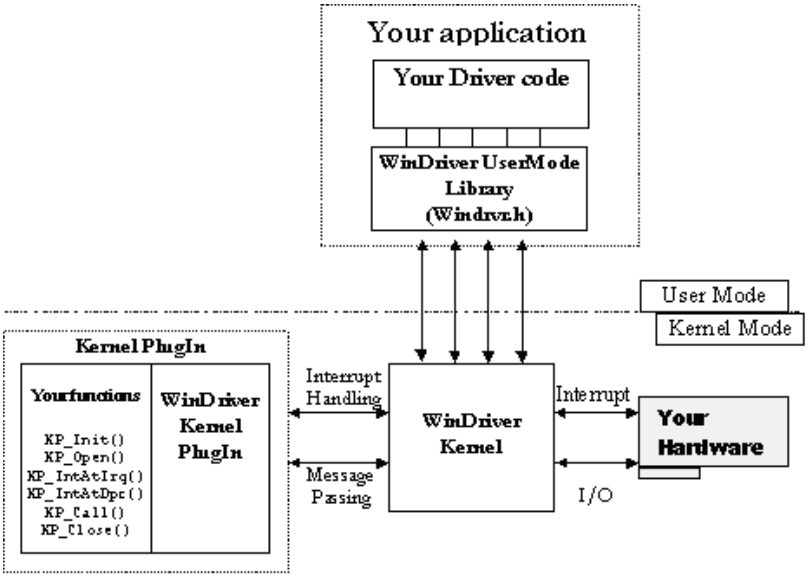

Figure 11.1: Kernel PlugIn Architecture

11.5.2 WinDriver's Kernel and Kernel PlugIn Interaction

There are two types of interaction between the WinDriver kernel and the WinDriver Kernel PlugIn:

Interrupt handling: When WinDriver receives an interrupt, by default it will activate the caller's user-mode interrupt handler. However, if the interrupt was set to be handled by a Kernel PlugIn driver, then once WinDriver receives the interrupt, it activates the Kernel PlugIn driver's kernel-mode interrupt handler. Your Kernel PlugIn interrupt handler could essentially consist of the same code that you wrote and debugged in the user-mode interrupt handler, before moving to the Kernel Plugin, although some of the user-mode code should be modified. We recommend you rewrite the interrupt acknowledge and handling code in the Kernel PlugIn to utilize the flexibility offered by Kernel the PlugIn (see section 11.6.5).

Message passing: To execute functions in kernel mode (such as I/O processing functions), the user-mode driver simply passes a message to the WinDriver Kernel PlugIn. The message is mapped to a specific function, which is then executed in the kernel. This function can typically contain the same code as it did when it was written and debugged in user mode.
You can also use messages to pass data from the user-mode application to the Kernel PlugIn driver.

11.5.3 Kernel PlugIn Components

At the end of your Kernel PlugIn development cycle, your driver will have the following components:

- User-mode driver application (**<application name>/.exe**), written with the `WDC_xxx / WD_xxx` API
- The WinDriver kernel module – **windrvr6/.sys/.o**
- Kernel PlugIn driver (**<Kernel PlugIn driver name>/.sys/.o**), which was also written with the `WDC_xxx / WD_xxx` API and contains the driver functionality that you have selected to bring down to the kernel level

11.5.4 Kernel PlugIn Event Sequence

The following is a typical event sequence that covers all the functions that you can implement in your Kernel PlugIn:

11.5.4.1 Opening Handle from the User Mode to a Kernel PlugIn Driver

Event/Callback	Notes
Event: Windows loads your Kernel PlugIn driver.	This takes place at boot time, by dynamic loading, or as instructed by the registry.
Callback: Your `KP_Init()` Kernel PlugIn routine [B.6.2] is called	`KP_Init()` informs WinDriver of the name of your `KP_Open()` routine [B.6.2]. WinDriver will call this routine when the application wishes to open your driver – when it calls `WDC_xxxDeviceOpen()` (PCI: B.3.9], PCMCIA: [B.3.10], ISA: [B.3.11]]) with the name of a Kernel PlugIn driver to open, or when it calls the low-level `WD_KernelPlugInOpen()` function (see the **WinDriver PCI Low-Level API Reference**), which is called by the wrapper `WDC_xxxDeviceOpen()` functions.
Event: Your user-mode driver application calls `WDC_xxxDeviceOpen()` (PCI: [B.3.9], PCMCIA: [B.3.10], ISA: [B.3.11]]) with the name of a Kernel PlugIn driver to open, or it calls the low-level `WD_KernelPlugInOpen()` function (see the **WinDriver PCI Low-Level API Reference**), which is called by the wrapper `WDC_xxxDeviceOpen()` functions.	
Callback: Your `KP_Open()` Kernel PlugIn routine [B.6.2] is called.	The `KP_Open()` function [B.6.2] is used to inform WinDriver of the names of all the callback functions that you have implemented in your Kernel PlugIn driver and to initiate the Kernel PlugIn driver, if needed.

11.5.4.2 Handling User-Mode Requests from the Kernel PlugIn

Event/Callback	Notes
Event: Your application calls `WDC_CallKerPlug()` [B.3.17], or the low-level `WD_KernelPlugInCall()` function (see the **WinDriver PCI Low-Level API Reference**).	Your application calls `WDC_CallKerPlug()` / `WD_KernelPlugInCall()` to execute code in the kernel mode (in the Kernel PlugIn driver). The application passes a message to the Kernel PlugIn driver. The Kernel PlugIn driver will select the code to execute according to the message sent.
Callback: Your `KP_Call()` Kernel PlugIn routine [B.6.4] is called.	`KP_Call()` [B.6.4] executes code according to the message passed to it from the user mode.

11.5.4.3 Interrupt Handling – Enable/Disable and High Interrupt Request Level Processing

Event/Callback	Notes
Event: Your application calls `WDC_IntEnable()` [B.3.43] with the `fUseKP` parameter set to `TRUE` (after having opened the device with a Kernel PlugIn), or calls the low-level `InterruptEnable()` or `WD_IntEnable()` functions (see the **WinDriver PCI Low-Level API Reference**) with a handle to a Kernel PlugIn driver (set in the `hKernelPlugIn` field of the `WD_INTERRUPT` structure passed to the function).	
Callback: Your `KP_IntEnable()` Kernel PlugIn routine [B.6.6] is called	This function should contain any initialization required for your Kernel PlugIn interrupt handling.
Event: Your hardware creates an interrupt.	
Callback: Your `KP_IntAtIrql()` Kernel PlugIn routine [B.6.8] is called.	`KP_IntAtIrql()` runs at a high priority, and therefore should perform only the basic interrupt handling (such as lowering the HW interrupt signal of level sensitive interrupts in order to acknowledge the interrupt). If more interrupt processing is needed, `KP_IntAtIrql()` can return `TRUE` in order to defer additional processing to the `KP_IntAtDpc()` function [B.6.9].

Event/Callback	Notes
Event: Your application calls `WDC_IntDisable()` [B.3.44], or the low-level `InterruptDisable()` or `WD_IntDisable()` functions (see the **WinDriver PCI Low-Level API Reference**), when the interrupts were previously enabled in the Kernel PlugIn (see the description of the interrupt enable event above.)	
Callback: Your `KP_IntDisable()` Kernel PlugIn routine [B.6.7] is called.	This function should free any memory that was allocated by the `KP_IntEnable()` [B.6.6] callback.

11.5.4.4 Interrupt Handling – Deferred Procedure Calls

Event/Callback	Notes
Event: The Kernel PlugIn `KP_IntAtIrql()` function [B.6.8] returns `TRUE`.	This informs WinDriver that additional interrupt processing is required as a deferred procedure call in the kernel.
Callback: Your `KP_IntAtDpc()` Kernel PlugIn routine [B.6.9] is called.	Processes the rest of the interrupt code, but at a lower priority than `KP_IntAtIrql()`.
Event: `KP_IntAtDpc()` [B.6.9] returns a value greater than 0.	This informs WinDriver that additional user-mode interrupt processing is also required.
Callback: `WD_IntWait()` (see the **WinDriver PCI Low-Level API Reference**) returns.	Your user-mode interrupt handler routine is executed.

11.5.4.5 Plug and Play and Power Management Events

Event/Callback	Notes
Event: Your application registers to receive Plug and Play and power management notifications using a Kernel PlugIn driver, by calling `WDC_EventRegister()` [B.3.46] with the with the `fUseKP` parameter set to `TRUE` (after having opened the device with a Kernel PlugIn), or calls the low-level `EventRegister()` (see the **WinDriver PCI Low-Level API Reference**) or `WD_EventRegister()` functions with a handle to a Kernel PlugIn driver (set in the `hKernelPlugIn` field of the `WD_EVENT` structure that is passed to the function).	

Event/Callback	Notes
Event: A Plug and Play or power management event (to which the application registered to listen) occurs.	
Callback: Your `KP_Event()` Kernel PlugIn routine [B.6.5] is called.	`KP_Event()` receives information about the event that occurred and can proceed to handle it as needed.
Event: `KP_Event()` [B.6.5] returns `TRUE`.	This informs WinDriver that the event also requires user-mode handling.
Callback: `WD_IntWait()` (see the **WinDriver PCI Low-Level API Reference**) returns.	Your user-mode event handler routine is executed.

11.6 How Does Kernel PlugIn Work?

The following sections take you through the development cycle of a Kernel PlugIn driver.

It is recommended that you first write and debug your entire driver code in the user mode. Then, if you encounter performance problems or require greater flexibility, port portions of your code to a Kernel PlugIn driver.

11.6.1 Minimal Requirements for Creating a Kernel PlugIn Driver

To build a Kernel PlugIn driver you need the following tools:

- On **Windows 98/Me/2000/XP/Server 2003/Vista**:
  - The Visual C (VC) compiler (**cl.exe**, **rc.exe**, **link.exe** and **nmake.exe**).
  - Install the Windows Device Driver Development Kit (DDK) for your target operating system on your host machine

NOTES

- The Windows DDKs are available as part of the Microsoft Development Network (MSDN) subscription. You can also order them from `http://www.microsoft.com/whdc/ddk/winddk.mspx`
- Development of a Kernel PlugIn driver for a **Windows 98/Me** target PC should be done on a Windows 2000 or above host platform

- On **Linux** and **Solaris**: You need **GCC**, **gmake** or **make**.

NOTE
While this is not a minimal requirement, when developing a Kernel PlugIn driver it is highly recommended that you use two computers: set up one computer as your host platform and the other as your target platform. The host computer is the computer on which you develop your driver and the target computer is the computer on which you run and test the driver you develop

11.6.2 Kernel PlugIn Implementation

11.6.2.1 Before You Begin

The functions described in this section are callback functions, implemented in the Kernel PlugIn driver, which are called when their calling event occurs – see section 11.5.4 for details. For example, `KP_Init()` [B.6.1] is the callback function that is called when the driver is loaded and should include any code that you want to execute upon loading.

The name of your driver is given in `KP_Init()`, which must be implemented with this name. For the other callback functions, it is the convention of this reference guide to mark these functions as `KP_xxx()` functions (e.g. `KP_Open()`). However, when developing your Kernel PlugIn driver you can also select different names for these callback functions. When generating Kernel PlugIn code with the DriverWizard, for example, the names of the callback functions (apart from `KP_Init()`) comply to the following format: **KP_<Driver Name>_<Callback Function>**. For example, if you named your project **MyDevice** the name of your Kernel PlugIn `KP_Open()` function will be `KP_MyDevice_Open()`.

11.6.2.2 Write Your KP_Init() Function

Your `KP_Init()` function [B.6.1] should be of the following prototype:

```
BOOL __cdecl KP_Init(KP_INIT {*}kpInit);
```

where `KP_INIT` is the following structure:

```
typedef struct {
    DWORD dwVerWD;         /* Version of the WinDriver Kernel PlugIn library */
    CHAR cDriverName[12];  /* The Kernel PlugIn driver name (up to 8 chars) */
    KP_FUNC_OPEN funcOpen; /* The Kernel PlugIn driver's KP_Open() function */
} KP_INIT;
```

This function is called once, when the driver is loaded. The `KP_INIT` structure should be filled with the name of your Kernel PlugIn and the address of your `KP_Open()` function [B.6.2] (see example in **WinDriver/samples/pci_diag/kp_pci/kp_pci.c**).

NOTES

- The name that you select for your Kernel PlugIn driver – by setting it in the `cDriverName` field of the `KP_INIT` structure in `KP_Init()` [B.6.1] – should be the name of the driver that you wish to create – i.e., if you are creating a driver called **XXX.sys**, you should set the name "XXX" in the `cDriverName` field of the `KP_INIT` structure.
- You should verify that the driver name that is set in the user mode, in the call to `WDC_xxxDeviceOpen()` (PCI: [B.3.9] / PCMCIA: [B.3.10] / ISA: [B.3.11]) or in the `pcDriverName` field of the `WD_KERNEL_PLUGIN` structure that is passed to the low-level `WD_KernelPlugInOpen()` function (when not using the WDC library – see the **WinDriver PCI Low-Level API Reference**), is identical to the driver name that was set in the `cDriverName` field of the `KP_INIT` structure that is passed to `KP_Init()`. The best way to implement this is to define the driver name in a header file that is shared by the user-mode application and the Kernel PlugIn driver and use the defined value in all relevant locations.

From the **KP_PCI** sample (**WinDriver/samples/pci_diag/kp_pci/kp_pci.c**):

```
/* KP_Init is called when the Kernel PlugIn driver is loaded.
   This function sets the name of the Kernel PlugIn driver and the driver's
   open callback function. */
BOOL __cdecl KP_Init(KP_INIT *kpInit)
{
    /* Verify that the version of the WinDriver Kernel PlugIn library
        is identical to that of the windrvr.h and wd_kp.h files */
    if (WD_VER != kpInit->dwVerWD)
    {
        /* Re-build your Kernel PlugIn driver project with the compatible
            version of the WinDriver Kernel PlugIn library (kp_nt<version>.lib)
            and windrvr.h and wd_kp.h files */
        return FALSE;
    }

    kpInit->funcOpen = KP_PCI_Open;
    strcpy (kpInit->cDriverName, KP_PCI_DRIVER_NAME);

    return TRUE;
}
```

Note that the driver name was set using a preprocessor definition. This definition is found in the **WinDriver/samples/pci_diag/pci_lib.h** header file, which is shared by the **pci_diag** user-mode application and the **KP_PCI** Kernel PlugIn driver:

```
/* Kernel PlugIn driver name (should be no more than 8 characters) */
#define KP_PCI_DRIVER_NAME "KP_PCI"
```

11.6.2.3 Write Your KP_Open() Function

Your `KP_Open()` function [B.6.2] should be of the following prototype:

```
BOOL __cdecl KP_Open(KP_OPEN_CALL {*}kpOpenCall, HANDLE hWD,
    PVOID pOpenData, PVOID {*}ppDrvContext);
```

This callback is called when the user-mode application calls `WDC_xxxDeviceOpen()` (PCI: [B.3.9], PCMCIA: [B.3.10], ISA: [B.3.11]]) with the name of a Kernel PlugIn driver, or when it calls the low-level `WD_KernelPlugInOpen()` function (see the **WinDriver PCI Low-Level API Reference**), which is called by the wrapper `WDC_xxxDeviceOpen()` functions.

In the `KP_Open()` function, define the callbacks that you wish to implement in the Kernel PlugIn.

The following is a list of the callbacks that can be implemented:

Callback	Functionality
`KP_Close()` [B.6.3]	Called when the user-mode application calls `WDC_xxxDeviceClose()` (PCI: [B.3.12], PCMCIA: [B.3.13], ISA: [B.3.14]) for a device that was opened with a Kernel PlugIn driver, or when it calls the low-level `WD_KernelPlugInClose()` function (see the **WinDriver PCI Low-Level API Reference**), which is called by the wrapper `WDC_xxxDeviceClose()` functions.
`KP_Call()` [B.6.4]	Called when the user-mode application calls the `WDC_CallKerPlug()` function [B.3.17] or the low-level `WD_KernelPlugInCall()` function (see the **WinDriver PCI Low-Level API Reference**), which is called by the wrapper `WDC_CallKerPlug()` function. This function implements a Kernel PlugIn message handler.

Callback	Functionality
`KP_IntEnable()` [B.6.6]	Called when the user-mode application enables Kernel PlugIn interrupts, by calling `WDC_IntEnable()` with the `fUseKP` parameter set to `TRUE` (after having opened the device with a Kernel PlugIn), or by calling the low-level `InterruptEnable()` or `WD_IntEnable()` functions (see the **WinDriver PCI Low-Level API Reference**) with a handle to a Kernel PlugIn driver (set in the `hKernelPlugIn` field of the `WD_INTERRUPT` structure that is passed to the function). This function should contain any initialization required for your Kernel PlugIn interrupt handling.
`KP_IntDisable()` [B.6.7]	Called when the user-mode application calls `WDC_IntDisable()` [B.3.44], or the low-level `InterruptDisable()` or `WD_IntDisable()` functions (see the **WinDriver PCI Low-Level API Reference**), if the interrupts were previously enabled with a Kernel PlugIn driver (see the description of `KP_IntEnable()` above.) This function should free any memory that was allocated by the `KP_IntEnable()` [B.6.6] callback.
`KP_IntAtIrql()` [B.6.8]	Called when WinDriver receives an interrupt (provided the interrupts were enabled with a handle to the Kernel PlugIn). This is the function that will handle your interrupt in the kernel mode. The function runs at high interrupt request level. Additional deferred processing can be performed in `KP_IntAtDpc()` and also in the user mode (see below.)
`KP_IntAtDpc()` [B.6.9]	Called if the `KP_IntAtIrql()` callback [B.6.8] has requested deferred handling of the interrupt by returning `TRUE`. This function should include lower-priority kernel-mode interrupt handler code. The return value of this function determines the amount of times that the application's user-mode interrupt handler routine will be invoked (if at all).

Callback	Functionality
`KP_Event()` [B.6.5]	Called when a Plug and Play or power management event occurs, provided the user-mode application previously registered to receive notifications for this event in the Kernel PlugIn by calling `WDC_EventRegister()` [B.3.46] with the `fUseKP` parameter set to `TRUE` (after having opened the device with a Kernel PlugIn), or by calling the low-level `EventRegister()` (see the **WinDriver PCI Low-Level API Reference**) or `WD_EventRegister()` functions with a handle to a Kernel PlugIn driver (set in the `hKernelPlugIn` field of the `WD_EVENT` structure that is passed to the function).

As indicated above, these handlers will be called (respectively) when the user-mode program opens/closes a Kernel PlugIn driver (using `WDC_xxxDeviceOpen()` / `WD_KernelPlugInOpen()`, `WDC_xxxDeviceClose()`/`WD_KernelPlugInClose()`), sends a message to the Kernel PlugIn driver (by calling `WDC_CallKerPlug()` / `WD_KernelPlugInCall()`), enables interrupts with a Kernel PlugIn driver (by calling `WDC_IntEnable()` with the `fUseKP` parameter set to `TRUE`, after having opened the device with a Kernel PlugIn / calling `InterruptEnable()` or `WD_InterruptEnable()` with a handle to the Kernel PlugIn set in the `hKernelPlugIn` field of the `WD_INTERRUPT` structure that is passed to function), or disables interrupts (`WDC_IntDisable()` / `InterruptDisable()` / `WD_IntDisable()`) that have been enabled using a Kernel PlugIn driver;
The Kernel PlugIn interrupt handlers will be called when an interrupt occurs, if the interrupts were enabled using a Kernel PlugIn driver (see above.)
The Kernel PlugIn event handler will be called when a Plug and Play or power management event occurs, if the application registered to receive notifications for the event that occurred using a Kernel PlugIn driver (by calling `WDC_EventRegister()` with the `fUseKP` parameter set to `TRUE`, after having opened the device with a Kernel PlugIn / calling `EventRegister()` (see the **WinDriver PCI Low-Level API Reference**) or `WD_EventRegister()` with a handle to a Kernel PlugIn driver set in the `hKernelPlugIn` field of the `WD_EVENT` structure that is passed to the function).

In addition to defining the Kernel PlugIn callback functions, you can implement code to perform any required initialization for the Kernel PlugIn in `KP_Open()`. In the sample **KP_PCI** driver and in the generated DriverWizard Kernel PlugIn driver, for example, `KP_Open()` also calls the shared library's initialization function and allocates memory for the Kernel PlugIn driver context, which is then used to store the device information that was passed to the function from the user mode.

From the **KP_PCI** sample (**WinDriver/samples/pci_diag/kp_pci/kp_pci.c**):

```
/* KP_PCI_Open is called when WD_KernelPlugInOpen() is called from the user mode.
   pDrvContext will be passed to the rest of the Kernel PlugIn callback functions. */
BOOL __cdecl KP_PCI_Open(KP_OPEN_CALL *kpOpenCall, HANDLE hWD, PVOID pOpenData,
    PVOID *ppDrvContext)
{
    PWDC_DEVICE pDev;
    WDC_ADDR_DESC *pAddrDesc;
    DWORD dwSize, dwStatus;
    void *temp;

    KP_PCI_Trace("KP_PCI_Open entered\n");

    kpOpenCall->funcClose = KP_PCI_Close;
    kpOpenCall->funcCall = KP_PCI_Call;
    kpOpenCall->funcIntEnable = KP_PCI_IntEnable;
    kpOpenCall->funcIntDisable = KP_PCI_IntDisable;
    kpOpenCall->funcIntAtIrql = KP_PCI_IntAtIrql;
    kpOpenCall->funcIntAtDpc = KP_PCI_IntAtDpc;
    kpOpenCall->funcEvent = KP_PCI_Event;

    /* Initialize the PCI library */
    dwStatus = PCI_LibInit();
    if (WD_STATUS_SUCCESS != dwStatus)
    {
        KP_PCI_Err("KP_PCI_Open: Failed to initialize the PCI library: %s",
            PCI_GetLastErr());
        return FALSE;
    }

    /* Create a copy of device information in the driver context */
    dwSize = sizeof(WDC_DEVICE);
    pDev = malloc(dwSize);
    if (!pDev)
        goto malloc_error;

    COPY_FROM_USER(&temp, pOpenData, sizeof(void *));
    COPY_FROM_USER(pDev, temp, dwSize);

    dwSize = sizeof(WDC_ADDR_DESC) * pDev->dwNumAddrSpaces;
    pAddrDesc = malloc(dwSize);
```

```
    if (!pAddrDesc)
        goto malloc_error;

    COPY_FROM_USER(pAddrDesc, pDev->pAddrDesc, dwSize);
    pDev->pAddrDesc = pAddrDesc;

    *ppDrvContext = pDev;

    KP_PCI_Trace("KP_PCI_Open: Kernel PlugIn driver opened successfully\n");

    return TRUE;

malloc_error:
    KP_PCI_Err("KP_PCI_Open: Failed allocating %ld bytes\n", dwSize);
    PCI_LibUninit();
    return FALSE;
}
```

11.6.2.4 Write the Remaining PlugIn Callbacks

Implement the remaining Kernel PlugIn routines that you wish to use (such as the `KP_Intxxx()` functions – for handling interrupts, or `KP_Event()` – for handling Plug and Play and power management events.)

11.6.3 Sample/Generated Kernel PlugIn Driver Code Overview

You can use the **DriverWizard** to generate a skeletal Kernel PlugIn driver for your device, and use it as the basis for your Kernel PlugIn driver development (recommended), or use the **Kernel PlugIn sample** (**KP_PCI**), found under the **WinDriver/samples/pci_diag/kp_pci** directory.

The Kernel PlugIn driver is not a stand-alone module. It requires a user-mode application that initiates the communication with the driver. A relevant application will be generated for your driver when using the DriverWizard to generate Kernel PlugIn code. The **pci_diag** application (found under the **WinDriver/samples/pci_diag/** directory) communicates with the sample **KP_PCI** driver.

Both the **KP_PCI** sample and the generated wizard code demonstrate communication between a user-mode application (**pci_diag** / **xxx_diag** – where **xxx** is the name you selected for your generated driver project) and a Kernel PlugIn driver (**kp_pci.sys/.o/.ko** / **kp_xxx.sys/.o/.ko**).

The sample/generated code demonstrates how to pass data to the Kernel PlugIn's `KP_Open()` function and how to use this function to allocate and store a global Kernel PlugIn driver context, which can be used by other functions in the Kernel PlugIn.

The sample/generated Kernel PlugIn code implements a message for getting the driver's version number, in order to demonstrate how to initiate specific functionality in the Kernel PlugIn from the user mode and how to pass data between the Kernel PlugIn driver and a user-mode WinDriver application via messages.

The sample/generated code also demonstrates how to handle interrupts in the Kernel PlugIn. The Kernel PlugIn implements an interrupt counter and an interrupt handler, which performs deferred processing and notifies the user-mode application of the arrival of the interrupt for every fifth incoming interrupt.
The **KP_PCI** sample demonstrates legacy level senstivie PCI interrupt handling. As indicated in the comments of the sample `KP_IntAtIrql()` function, you will need to modify this function in order to implement the correct code for acknowledging the interrupt on your specific device, since interrupt acknowledgment is hardware-specific. Alternatively, if your PCI card supports MSI/MSI-X and you intend to run your code on Linux or Windows Vista (on which WinDriver supports MSI/MSI-X), you can remove the transfer commands code – see details regarding WinDriver's support for MSI/MSI-X in section 9.2.6.
The generated DriverWizard code will include sample interrupt code for the selected device (PCI/PCMCIA/ISA). The generated `KP_IntAtIrql()` function will include code to implement the interrupt transfer commands that you defined in the wizard (by assigning registers read/write commands to the card's interrupt in the **Interrupt** tab, if indeed such commands were defined). For legacy PCI and PCMCIA interrupts, which need to be acknowledged in the kernel when the interrupt is received (see section 9.2), it is recommended that you use the wizard to define the commands for acknowledging (clearing) the interrupt, before generating the Kernel PlugIn code, so that the generated code will already include the required code for executing the commands you defined.

In addition, the sample/generated code demonstrates how to receive notifications of Plug and Play and power management events in the Kernel PlugIn.

TIP
We recommend that you build and run the sample/generated Kernel PlugIn project (and corresponding user-mode application) "as-is" before modifying the code or writing your own Kernel PlugIn driver. Note, however, that you will need to modify or remove the hardware-specific transfer commands in the sample's ISR funtion, as explained above.

11.6.4 Kernel PlugIn Sample/Generated Code Directory Structure

11.6.4.1 pci_diag and kp_pci Sample Directories

The Kernel PlugIn sample code – **KP_PCI** – is implemented in the **kp_pci.c** file. This sample driver is part of the WinDriver PCI diagnostics sample – **pci_diag** – which contains, in addition to the **KP_PCI** driver, a user-mode application that communicates with the driver (**pci_diag**) and a shared library that includes API that can be utilized by both the user-mode application and the Kernel PlugIn driver. The source files for this sample are implemented in C.

Following is an outline of the files found in the **WinDriver/pci_diag/** directory:

- **kp_pci/** – Contains the **KP_PCI** Kernel PlugIn driver files:
  - **kp_pci.c**: The source code of the **KP_PCI**driver.
  - Project and/or make files and related files for building the Kernel PlugIn driver. The Windows project files are located in sub-directories for the target IDE (**msdev2005** / **msdev2003** / **msdev_6**) under **x86**\ (32-bit) and **amd64**\ (64-bit) directories. The Solaris makefile is located under a **SOLARIS/** sub-directory.
  - A pre-compiled version of the **KP_PCI** Kernel PlugIn driver for the target OS:
    - Windows x86 32-bit: **WINNT.i386****kp_pci.sys** – a 32-bit version of the driver, built with the WinNT DDK.
    - Windows x64: **WINNT.x86_64****kp_pci.sys** – a 64-bit version of the driver, built with the Windows Server 2003 DDK.
    - Solaris: **SOLARIS/kp_pci**.
    - Linux there is no pre-compiled version since Linux kernel modules must be compiled with the header files from the kernel version installed on the target – see section 14.4.
- **pci_lib.c**: Implementation of a library for accessing PCI devices using WinDriver's WDC API [B.2].
  The library's API is used both by the user-mode application (**pci_diag.c**) and by the Kernel PlugIn driver (**kp_pci.c**).
- **pci_lib.h**: Header file, which provides the interface for the **pci_lib** library.

- **pci_diag.c**: Implementation of a sample diagnostics user-mode console (CUI) application, which demonstrates communication with a PCI device using the **pci_lib** and **WDC** libraries.
  The sample also demonstrates how to communicate with a Kernel PlugIn driver from a user-mode WinDriver application. By default, the sample attempts to open the selected PCI device with a handle to the **KP_PCI** Kernel PlugIn driver. If successful, the sample demonstrates how to interact with a Kernel PlugIn driver, as detailed in section 11.6.3. If the application fails to open a handle to the Kernel PlugIn driver, all communication with the device is performed from the user mode.
- **pci.inf** (Windows): A sample WinDriver PCI INF file for Windows 98 / Me / 2000 / XP / Server 2003 / Vista. NOTE: To use this file, change the vendor and device IDs in the file to comply with those of your specific device.

> **NOTE**
> To use Message-Signaled Interrups (MSI) or Extended Message-Signaled Interrups (MSI-X) on Windows Vista (for PCI cards that support MSI/MSI-X) you will need to modify or replace the sample INF file to include specific MSI information, otherwise WinDriver will attempt to use legacy level sensitive interrupt handling for your card, as explained in section 9.2.6.1 of the manual.

- Project and/or make files for building the **pci_diag** user-mode application.
  The Windows project files are located in sub-directories for the target IDE (**msdev2005** / **msdev2003** / **msdev_6** / **cbuilder4** / **cbuilder3**) under **x86**\ (32-bit) and **amd64**\ (64-bit) directories.
  The MSDEV directories also include workspace/solution files for building both the Kernel PlugIn driver and user-mode application projects.
  The Linux and Solaris makefiles are located under **LINUX/** and **SOLARIS/** sub-directories (respectively).
- A pre-compiled version of the user-mode application (**pci_diag**) for your target operating system:
  - Windows: **WIN32****pci_diag.exe**.
  - Linux: **LINUX/pci_diag**.
  - Solaris: **SOLARIS/pci_diag**.
- **files.txt**: A list of the sample **pci_diag** files.
- **readme.txt**: An overview of the sample Kernel PlugIn driver and user-mode application and instructions for building and testing the code.

11.6.4.2 The Generated DriverWizard Kernel PlugIn Directory

The generated DriverWizard Kernel PlugIn code for your device will include a kernel-mode Kernel PlugIn project and a user-mode application that communicates with it. As opposed to the generic **KP_PCI** and **pci_diag** sample, the generated wizard code will utilize the resources information detected and/or defined for your specific device, as well as any device-specific information that you define in the wizard before generating the code.

As indicated in section 11.6.3, when using the driver to handle legacy PCI or PCMCIA interrupts, it is highly recommended that you define the registers that need to be read/written in order to acknowledge the interrupt, and set up the relevant read/write commands from/to these registers in the DriverWizard, before generating the code, thus enabling the generated interrupt handler code to utilize the hardware-specific information that you defined.

Following is an outline of the generated DriverWizard files when selecting to generate Kernel PlugIn code (where **xxx** represents the name that you selected for the driver when generating the code and **kp_xxx** is the directory in which you selected to save the code). NOTE: The outline below relates to the generated C code, but on Windows you can also generate similar C# code, which includes a C Kernel PlugIn driver (since kernel-mode drivers cannot be implemented in C#), a .NET C# library, and a C# user-mode application that communicates with the Kernel PlugIn driver.

- **kermode/** – Contains the **KP_XXX** Kernel PlugIn driver files:
  - **kp_xxx.c**: The source code of the **KP_XXX** driver.
  - Project and/or make files and related files for building the Kernel PlugIn driver. The Windows project files are located in sub-directories for the target IDE (**msdev2005** / **msdev2003** / **msdev_6**) under **x86**\ (32-bit) and **amd64**\ (64-bit) directories. The Linux and Solaris files are located under **linux/** and **solaris/** sub-directories (respectively).
- **xxx_lib.c**: Implementation of a library for accessing your device using WinDriver's WDC API [B.2].
  The library's API is used both by the user-mode application (**xxx_diag**) and by the Kernel PlugIn driver (**KP_XXX**).
- **xxx_lib.h**: Header file, which provides the interface for the **xxx_lib** library.

- **xxx_diag.c**: Implementation of a sample diagnostics user-mode console (CUI) application, which demonstrates communication your device using the **xxx_lib** and **WDC** libraries.
  The application also demonstrates how to communicate with a Kernel PlugIn driver from a user-mode WinDriver application. By default, the application attempts to open your device with a handle to the **KP_XXX** Kernel PlugIn driver. If successful, the application demonstrates how to interact with a Kernel PlugIn driver, as detailed in section 11.6.3. If the application fails to open a handle to the Kernel PlugIn driver, all communication with the device is performed from the user mode.
- Project and/or make files for building the **xxx_diag** user-mode application.
  The Windows project files are located in sub-directories for the target IDE (**msdev2005** / **msdev2003** / **msdev_6** / **cbuilder4** / **cbuilder3**) under **x86**\ (32-bit) and **amd64**\ (64-bit) directories.
  The MSDEV directories also include workspace/solution files for building both the Kernel PlugIn driver and user-mode application projects.
  The Linux and Solaris makefiles are located under **linux/** and **solaris/** sub-directories (respectively).
- **xxx_files.txt**: A list of the generated files and instructions for building the code.
- **xxx.inf**: A WinDriver INF file for your device (relevant only for Plug and Play devices, such as PCI or PCMCIA, on Windows 98/Me/2000/XP/Server 2003/Vista).

> **NOTE**
> To use Message-Signaled Interrups (MSI) or Extended Message-Signaled Interrups (MSI-X) on Windows Vista (for PCI cards that support MSI/MSI-X) you will need to modify or replace the generated DriverWizard INF file to include specific MSI information, otherwise WinDriver will attempt to use legacy level sensitive interrupt handling for your card, as explained in section 9.2.6.1 of the manual.

11.6.5 Handling Interrupts in the Kernel PlugIn

Interrupts will be handled in the Kernel PlugIn driver, if enabled, using a Kernel PlugIn driver, as explained below [11.6.5.2].

If Kernel PlugIn interrupts were enabled, when WinDriver receives a hardware interrupt, it calls the Kernel PlugIn driver's `KP_IntAtIrql()` function [B.6.8]. If `KP_IntAtIrql()` returns `TRUE`, the deferred `KP_IntAtDpc()` Kernel PlugIn function [B.6.9] will be called, after `KP_IntAtIrql()` completes its processing and

returns `TRUE`. The return value of `KP_IntAtDpc()` determines how many times (if at all) the user-mode interrupt handler routine will be executed.
In the **KP_PCI** sample, for example, the Kernel PlugIn interrupt handler code counts five interrupts and notifies the user mode on every fifth interrupt, thus `WD_IntWait()` (see the **WinDriver PCI Low-Level API Reference**) will return on only one out of every five incoming interrupts in the user mode. (`KP_IntAtIrql()` returns `TRUE` every five interrupts to activate `KP_IntAtDpc()`, and `KP_IntAtDpc()` returns the number of accumulated deferred DPC calls from `KP_IntAtIrql()`, so all in all the user-mode interrupt handler will be executed once for every 5 interrupts.)

11.6.5.1 Interrupt Handling in User Mode (Without Kernel PlugIn)

If the Kernel PlugIn interrupt handle is not enabled, then each incoming interrupt will cause `WD_IntWait()` to return and your user-mode interrupt handler routine will be invoked once WinDriver completes the kernel processing of the interrupts (mainly executing the interrupt transfer commands passed in the call to `WDC_IntEnable()` [B.3.43] or the low-level `InterruptEnable()` or `WD_IntEnable()` functions – see the **WinDriver PCI Low-Level API Reference**) – see Figure 11.2.

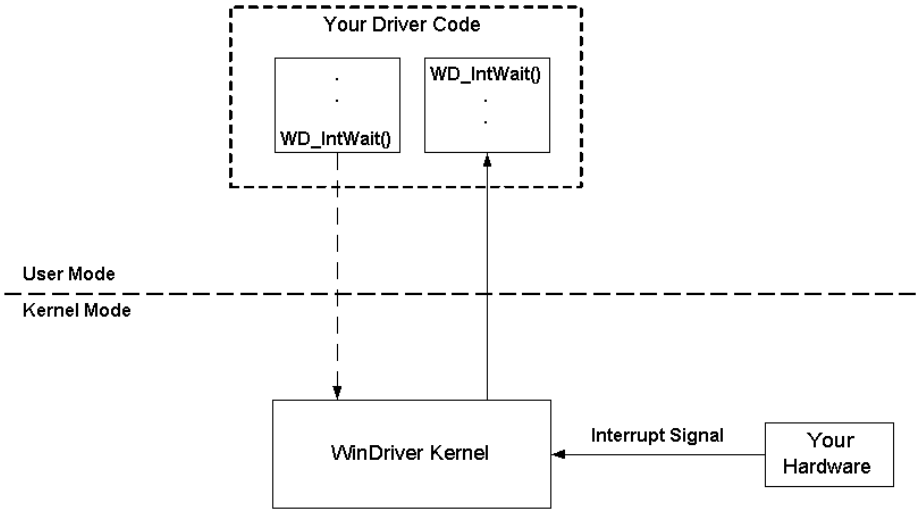

Figure 11.2: Interrupt Handling Without Kernel PlugIn

11.6.5.2 Interrupt Handling in the Kernel (Using a Kernel PlugIn)

To have the interrupts handled by the Kernel PlugIn, the user-mode application should open a handle to the device with a Kernel PlugIn driver, by passing the name of a Kernel PlugIn driver to the `WDC_xxxDeviceOpen()` function (PCI: [B.3.9], PCMCIA: [B.3.10], ISA: [B.3.11]), and then call `WDC_IntEnable()` [B.3.43] with the `fUseKP` parameter set to `TRUE`.

If your are not using the `WDC_xxx` API [B.2], your application should pass a handle to the Kernel PlugIn driver to the `WD_IntEnable()` function or the wrapper `InterruptEnable()` function (which calls `WD_IntEnable()` and `WD_IntWait()`). This enables the Kernel PlugIn interrupt handler. (The Kernel PlugIn handle is passed within the `hKernelPlugIn` field of the `WD_INTERRUPT` structure that is passed to the functions.) For details regarding the low-level `WD_xxx()` API, refer to the **WinDriver PCI Low-Level API Reference**.

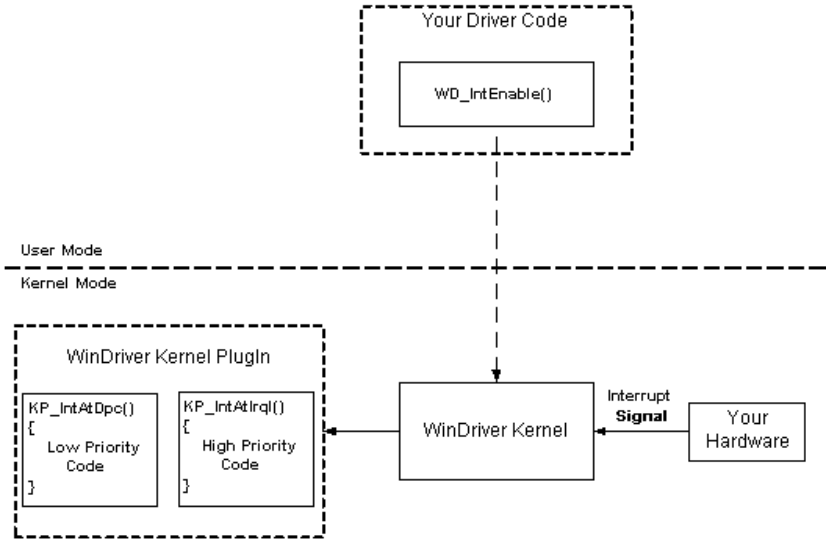

Figure 11.3: Interrupt Handling With the Kernel PlugIn

When calling `WDC_IntEnable()`/`InterruptEnable()`/`WD_IntEnable()` to enable interrupts in the Kernel PlugIn, your Kernel PlugIn's `KP_IntEnable()` callback function [B.6.6] is activated. In this function you can set the interrupt context that will be passed to the Kernel PlugIn interrupt handlers, as well as write to the device to actually enable the interrupts in the hardware and implement any other code required in order to correctly enable your device's interrupts.

If the Kernel PlugIn interrupt handler is enabled, then `KP_IntAtIrql()` [B.6.8] for each incoming interrupt. The code in the `KP_IntAtIrql()` function is executed at high interrupt request level. While this code is running, the system is halted, i.e., there will be no context switches and no lower-priority interrupts will be handled.

The code in the `KP_IntAtIrql()` function is limited in the following ways:

- It may only access non-pageable memory.
- It may only call the following functions (or wrapper functions that call these functions):
  - `WDC_xxx` read/write address or configuration space functions.
  - `WDC_MultiTransfer()` [B.3.24], `WD_Transfer()`, `WD_MultiTransfer()` or `WD_DebugAdd()` (see the **WinDriver PCI Low-Level API Reference**).
  - Specific kernel OS functions (such as WinDDK functions) that can be called from high interrupt request level. (Note that the use of such functions may break the code's portability to other operating systems).
- It may **not** call `malloc()`, `free()` or any `WDC_xxx` or `WD_xxx` API other than those listed above

Because of the aforementioned limitations, the code in `KP_IntAtIrql()` should be kept to a minimum, such as acknowledgment (clearing) of level sensitive interrupts. Other code that you want to run in the interrupt handler should be implemented in `KP_IntAtDpc()` [B.6.9], which runs at a deferred interrupt level and does not face the same limitations as `KP_IntAtIrql()`. `KP_IntAtDpc()` is called after `KP_IntAtIrql()` returns (provided it returns `TRUE`).

You can also leave some additional interrupt handling to the user mode. The return value of `KP_IntAtDpc()` [B.6.9] determines the amount of times (if any) that your user-mode interrupt handler routine will be called after the kernel-mode interrupt processing is completed.

11.6.6 Message Passing

The WinDriver architecture enables a kernel-mode function to be activated from the user mode by passing a message from the user mode to the Kernel PlugIn driver using `WDC_CallKerPlug()` [B.3.17] or the low-level `WD_KernelPlugInCall()` function (see the **WinDriver PCI Low-Level API Reference**).
The messages are defined by the developer in a header file that is common to both the user-mode and kernel-mode plugin parts of the driver. In the **pci_diag KP_PCI** sample and the generated DriverWizard code, the messages are defined in the shared library header file – **pci_lib.h** in the sample or **xxx_lib.h** in the generated code.

Upon receiving the message from the user mode, WinDriver will execute the `KP_Call()` [B.6.4] Kernel PlugIn callback function, which identifies the message that has been received and executes the relevant code for this message (as implemented in the Kernel PlugIn).

The sample/generated Kernel PlugIn code implement a message for getting the driver's version in order to demonstrate Kernel PlugIn data passing. The code that sets the version number in `KP_Call()` is executed in the Kernel PlugIn whenever the Kernel PlugIn receives a relevant message from the user-mode application. You can see the definition of the message in the shared **pci_lib.h**/**xxx_lib.h** shared header file. The user-mode application (**pci_diag.exe**/**xxx_diag.exe**) sends the message to the Kernel PlugIn driver via the `WDC_CallKerPlug()` function [B.3.17].

Chapter 12

Writing a Kernel PlugIn

The easiest way to write a Kernel PlugIn driver is to use **DriverWizard** to generate the Kernel PlugIn code for your hardware (see sections 11.6.3 and 11.6.4.2). Alternatively, you can use the sample **KP_PCI** PCI Kernel PlugIn driver, found under the **WinDriver/samples/pci_diag/kp_pci** directory, as the basis for your Kernel PlugIn driver development (see sections 11.6.3 and 11.6.4.1). You can also develop your code "from scratch", if you wish.

The following is a step-by-step guide to creating your Kernel PlugIn driver.

12.1 Determine Whether a Kernel PlugIn is Needed

The Kernel PlugIn should be used only after your driver code has been written and debugged in the user mode. This way, all of the logical problems of creating a device driver are solved in the user mode, where development and debugging are much easier.

Determine whether a Kernel PlugIn should be written by consulting Chapter 10, which explains how to improve the performance of your driver. In addition, the Kernel PlugIn affords greater flexibility, which is not always available when writing the driver in the user mode (specifically with regards to the interrupt handling.)

12.2 Prepare the User-Mode Source Code

1. Isolate the functions you need to move into the Kernel PlugIn.
2. Remove any platform-specific code from the functions. Use only functions that can also be used from the kernel.
3. Recompile your driver in the user mode.
4. Debug your driver in user mode again to see that your code still works after changes have been made.

NOTES

- Keep in mind that the kernel stack is relatively limited in size. Therefore, code that will be moved into the Kernel PlugIn should not contain static memory allocations. Use the `malloc()` function to allocate memory dynamically instead. This is especially important for large data structures.
- If the user-mode code that you are porting to the kernel accesses memory addresses directly using the user-mode mapping of the physical address returned from the low-level `WD_CardRegister()` function – note that in the kernel you will need to use the kernel mapping of the physical address instead (the kernel mapping is also returned by `WD_CardRegister()`). For details, refer to the description of `WD_CardRegister()` in the **WinDriver PCI Manual**.
  When using the API of the **WDC** library [B.2] to access memory, you do not need to worry about this, since this API ensures that the correct mapping of the memory is used depending on whether the relevant APIs are used from the user mode or from the kernel mode.

12.3 Create a New Kernel PlugIn Project

As indicated above, you can use **DriverWizard** to generate a new Kernel PlugIn project (and corresponding user-mode project) for your device (recommended), or use the **KP_PCI** sample as the basis for your development.

If you select to use the **KP_PCI** sample as the basis for your development, follow these steps:

1. Make a copy of the **WinDriver/samples/pci_diag/kp_pci** directory. For example, to create a new Kernel PlugIn project called **KP_MyDrv**, copy **WinDriver/samples/pci_diag/kp_pci** to **WinDriver/samples/mydrv**.

2. Change all instances of ”KP_PCI” and ”kp_pci” in all the Kernel PlugIn files in your new directory to ”KP_MyDrv” and ”kp_mydrv” (respectively).
   Note: The names of the `KP_PCI_xxx()` functions in the **kp_pci.c** files do not have to be changed in order for the code to function correctly, although the code will be clearer if you use your driver’s name in the function names.
3. Change all occurrences of ”KP_PCI” in file names to ”kp_mydrv”.
4. To use the shared **pci_lib** library API from your Kernel PlugIn driver and user-mode application, copy the **pci_lib.h** and **pci_lib.c** files from the **WinDriver/samples/pci_diag/** directory to your new **mydrv/** directory.
   You can change the names of the library functions to use your driver’s name (**MyDrv**) instead of ”PCI”, but note that in this case you will also need to modify the names in all calls to these functions from your Kernel PlugIn project and user-mode application.
   If you do not copy the shared library to your new project, you will need to modify the sample Kernel PlugIn code and replace all references to the `PCI_xxx` library APIs with alternative code.
5. Modify the files and directory paths in the project and make files and the #include paths in the source files as needed (depending on the location in which you selected to save your new project directory.)
6. To use the **pci_diag** user-mode application, copy **WinDriver/samples/pci_diag/pci_diag.c** and the relevant pci_diag project, workspace/solution or make files to your **mydrv/** directory, rename the files (if you wish) and replace all ”pci_diag” references in the files with your preferred user-mode application name. To use the workspace/solution files, also replace the references to ”KP_PCI” in the files with your new Kernel PlugIn driver, e.g. ”KP_MyDrv”. Then modify the sample code to implement your desired driver functionality.

For a general description of the sample and generated Kernel PlugIn code and its structure, see sections 11.6.3 and 11.6.4 (respectively).

12.4 Create a Handle to the Kernel PlugIn

In your user-mode application or library source code, call `WDC_PciDeviceOpen()` [B.3.9] / `WDC_PcmciaDeviceOpen()` [B.3.10] / `WDC_IsaDeviceOpen()` [B.3.11] (depending on the type of your device) with the name of your Kernel PlugIn driver in order to open a handle to the device using the Kernel PlugIn driver.
The generated DriverWizard and the sample **pci_diag** shared library (**xxx_lib.c** / **pci_lib.c**) demonstrate how this should be done – see the generated/sample

`XXX_DeviceOpen()`/`PCI_DeviceOpen()` library function (which is called from the generated/sample **xxx_diag**/**pci_diag** user-mode application.)

If you are not using the WDC library from your code [B.2], you need to call `WD_KernelPlugInOpen()` at the beginning of your code in order to open a handle to your Kernel PlugIn driver, and call `WD_KernelPlugInClose()` before terminating the application or when you no longer wish to use the Kernel PlugIn driver. `WD_KernelPlugInOpen()` returns a handle to the Kernel PlugIn driver within the `hKernelPlugIn` field of the `WD_KERNEL_PLUGIN` structure that was passed to the function. For details regarding these APIs, refer to the **WinDriver PCI Manual**.

12.5 Set Interrupt Handling in the Kernel PlugIn

1. When calling `WDC_IntEnable()` [B.3.43] (after having opened a handle to the device using a Kernel PlugIn driver, by calling `WDC_xxxDeviceOpen()` with the name of a Kernel PlugIn driver, as explained in section 12.4), set the `fUseKP` function parameter to `TRUE` to indicate that you wish to enable interrupts in the Kernel PlugIn driver with which the device was opened. The generated DriverWizard and the sample **pci_diag** shared library (**xxx_lib.c** / **pci_lib.c**) demonstrate how this should be done – see the generated/sample `XXX_IntEnable()`/`PCI_IntEnable()` library function (which is called from the generated/sample **xxx_diag**/**pci_diag** user-mode application.)

   If you are not using the `WDC_xxx` API [B.2], in order to enable interrupts in the Kernel PlugIn call `WD_IntEnable()` or `InterruptEnable()` (which calls `WD_IntEnable()`), and pass the handle to the Kernel PlugIn driver that you received from `WD_KernelPlugInOpen()` (within the `hKernelPlugIn` field of the `WD_KERNEL_PLUGIN` structure that was passed to the function). For details regarding these APIs, refer to the **WinDriver PCI Manual**.

2. When calling to `WDC_IntEnable()`/`InterruptEnable()`/ `WD_IntEnable()` to enable interrupts in the Kernel PlugIn, WinDriver will activate your Kernel PlugIn's `KP_IntEnable()` callback function [B.6.6]. You can implement this function to set the interrupt context that will be passed to the Kernel PlugIn interrupt handlers (`KP_IntAtIrql()` / `KP_IntAtDpc()`), as well as write to the device to actually enable the interrupts in the hardware, for example, or implement any other code required in order to correctly enable your device's interrupts.

3. Move the implementation of the user-mode interrupt handler, or the relevant portions of this implementation, to the Kernel PlugIn's interrupt handler functions. High-priority code, such as the code for acknowledging (clearing) level sensitive interrupts, should be moved to the `KP_IntAtIrql()` function [B.6.8], which runs at high interrupt request level. Deferred processing of the interrupt can be moved to `KP_IntAtDpc()` [B.6.9], which will be executed once `KP_IntAtIrql()` completes it processing and returns `TRUE`. You can also modify the code to make it more efficient, due to the advantages of handling the interrupts directly in the kernel, which provides you with greater flexibility (e.g. you can read from a specific register and write back the value that was read, toggle specific register bits, etc.). See section 11.6.5 for an explanation of how to handle interrupts in the kernel using a Kernel PlugIn driver.

12.6 Set I/O Handling in the Kernel PlugIn

1. Move your I/O handling code (if needed) from the user mode to the Kernel PlugIn message handler – `KP_Call()` [B.6.4].
2. To activate the kernel code that performs the I/O handling from the user mode, call `WDC_CallKerPlug()` [B.3.17] or the low-level `WD_KernelPlugInCall()` function (see the **WinDriver PCI Manual**) with a relevant message for each of the different functionality that you wish to perform in the Kernel PlugIn. Implement a different message for each functionality.
3. Define these messages in a header file that is shared by the user-mode application (which will send the messages) and the Kernel PlugIn driver (that implements the messages).
   In the sample/generated DriverWizard Kernel PlugIn projects, the message IDs and other information that should be shared by the user-mode application and Kernel PlugIn drive are defined in the **pci_lib.h**/**xxx_lib.h** shared library header file.

12.7 Compile Your Kernel PlugIn Driver

12.7.1 On Windows

The sample **WinDriver\samples\pci_diag\kp_pci** Kernel PlugIn directory and the generated DriverWizard Kernel PlugIn **<project_dir>\kermode** directory (where **<project_dir>** is the directory in which you selected to save the generated driver project) contain the following **Kernel PlugIn** project files (where **xxx** is the driver name – **pci** for the sample / the name you selected when generating the code with the wizard):

- **x86**\ – 32-bit project files:
  - **msdev_2005\kp_xxx.vcproj** – 32-bit MSDEV 2005 project.
  - **msdev_2003\kp_xxx.vcproj** – 32-bit MSDEV 2003 project.
  - **msdev_6\kp_xxx.dsp** – 32-bit MSDEV 6.0 project.
- **amd64**\ – 64-bit project files:
  - **msdev_2005\kp_xxx.vcproj** – 64-bit MSDEV 2005 project.

The sample **WinDriver\samples\pci_diag** directory and the generated **<project_dir>**\ directory contain the following project files for the **user-mode** application that drives the respective Kernel PlugIn driver (where **xxx** is the driver name – **pci** for the sample / the name you selected when generating the code with the wizard):

- **x86**\ – 32-bit project files:
  - **msdev_2005\xxx_diag.vcproj** – 32-bit MSDEV 2005 project.
  - **msdev_2003\xxx_diag.vcproj** – 32-bit MSDEV 2003 project.
  - **msdev_6\xxx_diag.dsp** – 32-bit MSDEV 6.0 project.
  - **cbuilder4\xxx.bpr** and **xxx.cpp** – Borland C++ Builder 4.0 project file and related CPP file. These files can also be used from version 5.0 and 6.0 of Borland C++ Builder.
  - **cbuilder3\xxx.bpr** and **xxx.cpp** – Borland C++ Builder 3.0 project file and related CPP file.
- **amd64**\ – 64-bit project files:
  - **msdev_2005\xxx_diag.vcproj** – 64-bit MSDEV 2005 project.

The MSDEV directories listed above also contain **xxx_diag.dsw/.sln** workspace/solution files that include both the the **Kernel PlugIn** and **user-mode** projects.

To build your Kernel PlugIn driver and respective user-mode application, follow these steps:

1. Verify that the Windows Driver Development Kit (DDK) for your target operating system is installed on your PC (see section 11.6.1).
   The target operating system is the operating system for which you wish to create your driver. For example, if you are creating a driver for Windows XP, install the Windows XP DDK.
   You can install several DDKs, for different operating systems, and then rebuild your Kernel PlugIn driver for each target operating system that you wish to support.

2. Set the **BASEDIR** environment variable to point to the the location of the Windows DDK for your target platform.
   For example, to build a Kernel PlugIn driver for Windows XP, set the **BASEDIR** environment variable to point to the directory in which the Windows XP DDK was installed.

3. Start Microsoft Developer Studio (MSDEV) and do the following:

   (a) From your driver project directory, open the generated workspace/solution file – **<project_dir>****<MSDEV_dir>****xxx_diag.dsw/.sln**, where **<project_dir>** is your driver project directory (**pci_diag**\ for the sample code / the directory in which you selected to save the generated DriverWizard code), **<MSDEV_dir>** is your target MSDEV directory (**msdev2005** / **msdev2003** / **msdev_6**) and **xxx** is the driver name (**pci** for the sample / the name you selected when generating the code with the wizard).

   Note that when selecting to generate code for the MSDEV IDE with the DriverWizard, the wizard automatically starts MSDEV and opens the generated workspace/solution file after generating the code files, unless you explicitly revoke this behavior by setting the ”IDE to Invoke” option in the code generation dialogue to ”None”.

   (b) To build the **Kernel PlugIn SYS driver** (**kp_pci.sys** – sample / **kp_xxx.sys** – generated wizard code):

      i. Set the Kernel PlugIn project (**kp_pci.dsp/vcproj** / **kp_xxx.dsp/vcproj**) as the active project.

      ii. Select the active configuration for your target platform: From the **Build** menu, choose **Configuration Manager...** (MSDEV 2003/2005) / **Set Active Configuration...** (MSDEV 6.0), and select the desired configuration.

> **NOTE**
> The active configuration must correspond with the target OS for which you are building the driver. For example, for Windows 2000 select either **Win32 win2k free** (release mode) or **Win32 win2k checked** (debug mode).

iii. Build your driver: Build the project from the **Build** menu or using the relevant short-cut key (e.g. **F7** in MSDEV 6.0).

(c) To build the **user-mode application** that drives the Kernel PlugIn driver (**pci_diag.exe** – sample / **xxx_diag.exe** – generated wizard code):

i. Set the user-mode project (**pci_diag.dsp/vcproj** – sample / **xxx_diag.dsp/vcproj** – generated wizard code) as the active project.

ii. Build the application: Build the project from the **Build** menu or using the relevant short-cut key (e.g. **F7** in MSDEV 6.0).

> **NOTE**
> On **Windows 98/Me**, the generated code cannot be built into a SYS driver using the method described above. You can, however, build a SYS driver for a target Windows 98/Me platform on Windows 2000/XP/Server 2003/Vista – i.e. build the code on a PC running Windows 2000/XP/Server 2003/Vista, but set the **BASEDIR** environment variable to point to the Windows 98/Me DDK and set the build target in the Kernel PlugIn project for Windows 98/Me, and then use the driver that was created on Windows 98/Me.

12.7.2 On Linux

1. Open a shell terminal.
2. Change directory to your Kernel PlugIn directory. For example, when compiling the sample **KP_PCI** driver, run:
   `cd WinDriver/samples/pci_diag/kp_pci`

   When compiling the Kernel PlugIn driver for your generated DriverWizard Kernel PlugIn code, run the following command, where **<path>** represents the path to your generated DriverWizard project directory (e.g. **/home/user/WinDriver/wizard/my_projects/my_kp/**):
   `cd <path>/kermode/linux/`
3. Generate the **makefile** using the **`configure`** script:
   `./configure`

   NOTE
   The **`configure`** script creates a **makefile** based on your specific running kernel. You may run the **`configure`** script based on another kernel source you have installed, by adding a flag **`--with-kernel-source=<path>`** to the configure script. The <path> is the full path to the kernel source directory.
4. Build the Kernel PlugIn module using the **`make`** command.
   This command creates a new **LINUX.xxx/** directory (where **xxx** depends on the Linux kernel), which contains the created **kp_xxx.o/.ko** driver.
5. Move to the directory that holds the makefile for the sample user-mode diagnostics application.

   For the **KP_PCI** sample driver:
   `cd ../LINUX/`

   For the generated DriverWizard Kernel PlugIn driver:
   `cd ../../linux/`
6. Compile the sample diagnostics program using the **`make`** command.

12.7.3 On Solaris

NOTE
WinDriver generates **makefiles** for GNU **make** utility only.

If you wish to use the standard **make** utility, instead of the GNU **make**, you must modify the **makefile** that WinDriver generates. The GNU **make** package is available from http://www.sunfreeware.com.

1. Open a shell terminal.
2. Change directory to your driver's project directory.

   For example, when compiling the sample **KP_PCI** driver, run:
   ```
   cd WinDriver/samples/pci_diag/
   ```
3. Build your Kernel PlugIn module using the **make** command.

   For example, to build the sample **KP_PCI** driver, run:
   ```
   make -C kp_pci/SOLARIS
   ```

   To build your generated DriverWizard Kernel PlugIn driver, run:
   ```
   make -C kermode/solaris
   ```
4. Build your sample diagnostics program by running:
   ```
   make -C solaris
   ```

NOTE
For 64-bit kernels, both the Kernel PlugIn module and the user-mode application that drives it need to be compiled in 64-bit mode. The makefile provided by WinDriver uses the CC and LD environment variables without specifically declaring them. You may therefore need to set these variables to fit your specific compiler and linker with the corresponding flags.
For example, to compile with GCC you may need to set the CC and LD variables as follows:
For the compilation of the Kernel PlugIn module:
```
$ export LD="gcc -m64 –melf64_sparc -nostdlib"
$ export CC="gcc -m64 -isystem /usr/include/"
```
For the compilation of the user-mode application:
```
$ export LD="gcc -m64"
$ export CC="gcc -m64"
```

12.8 Install Your Kernel PlugIn Driver

12.8.1 On Windows

1. Copy the driver file (**xxx.sys**) to the target platform's drivers directory: **%windir%\system32\drivers** (e.g., **C:\WINNT\system32\drivers** – on Windows 2000, or **C:\Windows\system32\drivers** – on Windows XP/Server2003/Vista).

   NOTE
   If your Kernel PlugIn driver is intended for Windows 98/Me, develop the driver on a Windows 2000/XP/Server 2003/Vista host PC (see note in section 12.7).

2. Register/load your driver, using the **wdreg.exe** (or **wdreg_gui.exe**) utility – on Windows 2000/XP/Server 2003/Vista, or using the **wdreg16.exe** utility – on Windows 98/Me:

   NOTES

   - In the following instructions, 'KP_NAME' stands for your Kernel PlugIn driver's name, **without** the .sys extension.
   - For Windows 98/Me, replace references to 'wdreg' below with 'wdreg16' (see section 13.2.2 for more information regarding the WDREG utility.)

   To install your driver, run:

   ```
   WinDriver\util> wdreg -name KP_NAME install
   ```

NOTE
Kernel PlugIn drivers, with the exception of SYS drivers on Windows 98/Me, are dynamically loadable, and thus do not require a reboot in order to load.

12.8.2 On Linux

1. Change directory to your Kernel PlugIn driver directory.

   For example, when installing the sample **KP_PCI** driver, run:

   ```
   cd WinDriver/samples/pci_diag/kp_pci
   ```

   When installing a driver created using the Kernel PlugIn files generated by the DriverWizard, run the following command, where **<path>**

represents the path to your generated DriverWizard project directory (e.g. **/home/user/WinDriver/wizard/my_projects/my_kp/**):
`cd <path>/kermode/`

2. Run the following command to install your Kernel PlugIn driver:
`make install`

12.8.3 On Solaris

NOTE
Installation of the Kernel PlugIn Driver should be performed by the system administrator logged in as root, or with root privileges (become a super user).

1. Change directory to your Kernel PlugIn directory.

   When installing the sample **KP_PCI** driver, run:
   # `cd WinDriver/samples/pci_diag/kp_pci`

   When installing a driver created using the Kernel PlugIn files generated by DriverWizard, run the following command, where **<path>** represents the path to your generated DriverWizard project directory (e.g. **/home/user/WinDriver/wizard/my_projects/my_kp/**):
   # `cd <path>/kermode`

2. Copy the the **kp_pci.conf** configuration file to the target's **kernel/drv/** directory.

   The sample **KP_PCI** Kernel PlugIn configuration file is located directly under the sample's **kp_pci/** directory, therefore when installing the sample driver run:
   # `cp kp_pci.conf /kernel/drv`

   The generated DriverWizard Kernel PlugIn configuration file is located under the project's **kermode/solaris** sub-directory, therefore when installing a generated Kernel PlugIn driver run:
   # `cp solaris/kp_pci.conf /kernel/drv`

3. Change directory to your Kernel PlugIn Solaris sub-directory.

   For the sample **KP_PCI** driver, run:
   # `cd SOLARIS`

   When installing a driver created using the Kernel PlugIn files generated by DriverWizard, run:
   # `cd solaris`

4. Copy your Kernel PlugIn driver to the target's drivers directory.

   For example to copy the sample **KP_PCI** driver:

   On 64-bit platforms run:
   # **`cp kp_pci /kernel/drv/sparcv9`**

   On 32-bit platforms run:
   # **`cp kp_pci /kernel/drv`**

5. Install the driver by running:
   # **`make install`**

NOTE
The following commands are also useful when installing a driver on Solaris:

- **`modinfo`** – lists the loaded kernel modules.
- **`rem_drv`** – removes the kernel module.

Chapter 13

Dynamically Loading Your Driver

13.1 Why Do You Need a Dynamically Loadable Driver?

When adding a new driver, you may be required to reboot the system in order for it to load your new driver into the system. WinDriver is a dynamically loadable driver, which enables your customers to start your application immediately after installing it, without the need for reboot. You can dynamically load your driver whether you have created a user-mode or a kernel-mode (Kernel PlugIn [11]) driver.

NOTE
In order to successfully UNLOAD your driver, make sure there are no open handles to the driver from WinDriver applications, from a Kernel PlugIn driver, or from connected Plug and Play devices that were registered with WinDriver using an INF file.

13.2 Windows Dynamic Driver Loading

13.2.1 Windows Driver Types

Windows drivers can be implemented as either of the following types:

- WDM (Windows Driver Model) drivers: Files with the extension **.sys** on Windows 98/Me/2000/XP/Server 2003/Vista (e.g. **windrvr6.sys**).
  WDM drivers are installed via the installation of an INF file (see below).
- Non-WDM / Legacy drivers: These include drivers for non-Plug and Play Windows operating systems (Windows NT 4.0) and files with the extension **.vxd** on Windows 98/Me, as well as all Kernel Plugin driver files (e.g. **MyKPDriver.sys**).

> **NOTE**
> Starting from version 6.21 of WinDriver, **.vxd** drivers are no longer supported.

The WinDriver Windows kernel module – **windrvr6.sys** – is a fully WDM driver, which can be installed using the **wdreg** utility, as explained in the following sections.

13.2.2 The WDREG Utility

WinDriver provides a utility for dynamically loading and unloading your driver, which replaces the slower manual process using Windows' Device Manager (which can still be used for the device INF). For **Windows 2000/XP/Server 2003/Vista**, this utility is provided in two forms: **wdreg** and **wdreg_gui**. Both versions can be found under the **WinDriver\util** directory, can be run from the command line, and provide the same functionality. The difference is that **wdreg_gui** displays installation messages graphically, while **wdreg** displays them in console mode.
For **Windows 98/Me**, the **wdreg16** utility is provided.
This section describes the usage of **wdreg**/ **wdreg_gui**/**wdreg16** on Windows operating systems.

NOTES

1. **wdreg** for **Windows 2000/XP/Server 2003/Vista** is dependent on the Driver Install Frameworks API (**DIFxAPI**) DLL – **difxapi.dll**, unless when run with the `-compat` option (described below). **difxapi.dll** is provided under the **WinDriver\util** diretory.
2. The explanations and examples below refer to **wdreg**, but for **Windows 2000/XP/Server 2003/Vista** you can replace any references to **wdreg** with **wdreg_gui**.
3. For **Windows 98/Me**, replace the references to **wdreg** with **wdreg16**, unless otherwise indicated in the documentation.
4. On **Windows 98/Me** you can only use **wdreg16** to install the **windrvr6.sys** WDM driver (by installing **windrvr6.inf**) and Kernel PlugIn drivers, but you **cannot** use **wdreg16** to install any other INF files.

13.2.2.1 WDM Drivers

This section explains how to use the **wdreg** utility to install the WDM **windrvr6.sys** driver on Windows 98/Me/2000/XP/Server 2003/Vista, or to install INF files that register Plug and Play devices (such as PCI or PCMCIA) to work with this driver on Windows 2000/XP/Server 2003/Vista.

i On **Windows 2000/XP/Server 2003/Vista** you can rename the **windrvr6.sys** kernel module and modify your device INF file to register with your renamed driver, as explained in section 15.2.1. To install your modified INF files using **wdreg**, simply replace any references to **windrvr6** below with the name of your new driver.

NOTES

- As specified above, on **Windows 98/Me** you can only use **wdreg16** to install the **windrvr6.sys** WDM driver, by installing **windrvr6.inf**, but you **cannot** use **wdreg16** to install any other INF files.
- This section is **not relevant** for **Kernel PlugIn** drivers, since these are not WDM drivers and are not installed via an INF file. For an explanation on how to use **wdreg** to install Kernel PlugIn drivers on Windows 98/Me/2000/XP/Server 2003/Vista, refer to section 13.2.2.2.

Usage: The **wdreg** utility can be used in two ways as demonstrated below:

1. **`wdreg -inf <filename> [-silent] [-log <logfile>] [install | uninstall | enable | disable]`**
2. **`wdreg -rescan <enumerator> [-silent] [-log <logfile>]`**

- OPTIONS
  wdreg supports several basic OPTIONS from which you can choose one, some, or none:

  -inf – The path of the INF file to be dynamically installed.

  -rescan <enumerator> (Windows 2000/XP/Server 2003/Vista) – Rescan enumerator (ROOT, ACPI, PCI, etc.) for hardware changes. Only one enumerator can be specified.

  -silent – Suppress display of all messages (optional).

  -log <logfile> – Log all messages to the specified file (optional).

  -compat (Windows 2000/XP/Server 2003/Vista) – Use the traditional **SetupDi** API instead of the newer Driver Install Frameworks API (**DIFxAPI**).

- ACTIONS
  wdreg supports several basic ACTIONS:

  install – Installs the INF file, copies the relevant files to their target locations, dynamically loads the driver specified in the INF file name by replacing the older version (if needed).

  preinstall (Windows 2000/XP/Server 2003/Vista) – Pre-installs the INF file for a non-present device.

  uninstall – Removes your driver from the registry so that it will not load on next boot (see note below).

  enable – Enables your driver.

  disable – Disables your driver, i.e. dynamically unloads it, but the driver will reload after system boot (see note below).

NOTE
In order to successfully disable/uninstall WinDriver, you must first close any open handles to the **windrvr6.sys** service. This includes closing any open WinDriver applications and uninstalling (from the Device Manager or using **wdreg**) any PCI/PCMCIA devices that are registered to work with the **windrvr6.sys** service (or otherwise removing such devices). **wdreg** will display a relevant warning message if you attempt to stop **windrvr6.sys** when there are still open handles to the service, and will enable you to select whether to close all open handles and Retry, or Cancel and reboot the PC to complete the command's operation.

13.2.2.2 Non-WDM Drivers

This section explains how to use the **wdreg** utility to install non-WDM drivers, namely Kernel PlugIn drivers, on Windows 98/Me/2000/XP/Server 2003/Vista.

Usage:

```
wdreg [-file <filename>] [-name <drivername>]
  [-startup <level>] [-silent] [-log <logfile>]
  Action [Action ...]
```

- OPTIONS
  wdreg supports several basic OPTIONS from which you can choose one, some, or none:

  -startup : Specifies when to start the driver. Requires one of the following arguments:

  – **boot**: Indicates a driver started by the operating system loader, and should only be used for drivers that are essential to loading the OS (for example, Atdisk).

  – **system**: Indicates a driver started during OS initialization.

  – **automatic**: Indicates a driver started by the Service Control Manager during system startup.

  – **demand**: Indicates a driver started by the Service Control Manager on demand (i.e., when your device is plugged in).

  – **disabled**: Indicates a driver that cannot be started.

  > **NOTE**
  > The default setting for the **-startup** option is **automatic**.

  -name – Sets the symbolic name of the driver. This name is used by the user-mode application to get a handle to the driver. You must provide the driver's symbolic name (*without* the *.sys extension) as an argument with this option. The argument should be equivalent to the driver name as set in the `KP_Init()` [B.6.1] function of your Kernel PlugIn project: **`strcpy(kpInit->cDriverName, XX_DRIVER_NAME)`**.

  -file – **wdreg** allows you to install your driver in the registry under a different name than the physical file name. This option sets the file name of the driver. You must provide the driver's file name (*without* the *.sys extension) as an argument.
  wdreg looks for the driver in the Windows installation directory

(**%windir%\system32\drivers**). Therefore, you should verify that the driver file is located in the correct directory before attempting to install the driver.

Usage:

```
wdreg -name <Your new driver name>
  -file <Your original driver name> install
```

-silent – Suppresses the display of messages of any kind.

-log <logfile> – Logs all messages to the specified file.

- ACTIONS
  wdreg supports several basic ACTIONS:

  create – Instructs Windows to load your driver next time it boots, by adding your driver to the registry.

  delete – Removes your driver from the registry so that it will not load on next boot.

  start – Dynamically loads your driver into memory for use. You must create your driver before starting it.

  stop – Dynamically unloads your driver from memory.

  > **NOTE**
  > In order to successfully stop the **windrvr6.sys** service, you must first close any open handles to the this service (such as closing open WinDriver applications). **wdreg** will display a relevant warning message if you attempt to stop the service when there are still open handles to it.

- Shortcuts
  wdreg supports a few shortcut operations for your convenience:

  install – Creates and starts your driver.
  This is the same as first using the wdreg **`stop`** action (if a version of the driver is currently loaded) or the wdreg **`create`** action (if no version of the driver is currently loaded), and then the wdreg **`start`** action.

  preinstall – Creates and starts your driver for a non-conneced device (Windows 2000/XP/Server 2003/Vista).

  uninstall – Unloads your driver from memory and removes it from the registry so that it will not load on next boot.
  This is the same as first using the wdreg **`stop`** action and then the wdreg **`delete`** action.

NOTE
Note that in order to successfully stop a driver, there cannot be any open handles to the driver (such as open applications that use the driver). This is also true for the **install** and **uninstall** shortcuts, since both commands include stopping the driver.

13.2.3 Dynamically Loading/Unloading windrvr6.sys INF Files

When using WinDriver, you develop a user-mode application that controls and accesses your hardware by using the generic **windrvr6.sys** driver (WinDriver's kernel module). Therefore, you might want to dynamically load and unload the driver **windrvr6.sys** – which you can do using **wdreg**.
In addition, in WDM-compatible operating systems, you also need to dynamically load INF files for your Plug and Play devices. **wdreg** enables you to do so automatically on Windows 2000/XP/Server 2003/Vista.
This section includes **wdreg** usage examples, which are based on the detailed description of **wdreg** contained in the previous section.

Examples:

- To start **windrvr6.sys** on Windows 98/Me/2000/XP/Server 2003/Vista:
  ```
  wdreg -inf <path to windrvr6.inf> install
  ```
  This command loads **windrvr6.inf** and starts the **windrvr6.sys** service.
- To load an INF file named **device.inf**, located under the **c:\tmp** directory, on Windows 2000/XP/Server 2003/Vista:
  ```
  wdreg -inf c:\tmp\device.inf install
  ```
  On Windows 2000/XP/Server 2003/Vista you can replace the **`install`** option in the example above with **`preinstall`** in order to pre-install the device INF file for a device that is not currently connected to the PC.

To unload the driver/INF file, use the same commands, but simply replace **`install`** in the examples above with **`uninstall`**.

13.2.4 Dynamically Loading/Unloading Your Kernel PlugIn Driver

If you have used WinDriver to develop a Kernel PlugIn driver, you must load your Kernel PlugIn after loading the WinDriver generic driver **windrvr6.sys**.
When uninstalling your driver, you should unload your Kernel PlugIn driver before unloading **windrvr6.sys**.

NOTE
Kernel PlugIn drivers for Windows 98/Me are not dynamically loaded, they require reboot after the initial loading. Kernel PlugIn drivers for all other Windows platforms are dynamically loaded, i.e. they do not require reboot.

To load/unload your Kernel PlugIn driver (**<Your driver name>.sys**) use the **wdreg** command as described above for windrvr6, with the addition of the ”name” flag, after which you must add the name of your Kernel PlugIn driver.

NOTE
You should **not** add the *.sys extension to the driver name.

Examples:

- To load a Kernel PlugIn driver called **KPDriver.sys**, execute:
  ```
  wdreg -name KPDriver install
  ```
- To load a Kernel PlugIn driver called MPEG_Encoder, with file name **MPEGENC.sys**, execute:
  ```
  wdreg -name MPEG_Encoder -file MPEGENC install
  ```
- To uninstall a Kernel PlugIn driver called **KPDriver.sys**, execute:
  ```
  wdreg -name KPDriver uninstall
  ```
- To uninstall a Kernel PlugIn driver called MPEG_Encoder, with file name MPEGENC.sys, execute:
  ```
  wdreg -name MPEG_Encoder -file MPEGENC uninstall
  ```

13.3 Linux Dynamic Driver Loading

- To dynamically load WinDriver on Linux, execute:
  ```
  /sbin/modprobe windrvr6
  ```
- To dynamically unload WinDriver, execute:
  ```
  /sbin/rmmod windrvr6
  ```
- You can also use the **wdreg** script from the **WinDriver/util/** directory to install (load) **windrvr6.o/.ko**.

  ```
  Usage:  wdreg <module name>
  ```

  To install the **windrvr6** module run:
  ```
  wdreg windrvr6
  ```

> **TIP**
> To automatically load **windrvr6.o/.ko** on each boot, run the **wdreg** script from the target Linux **/etc/rc.d/rc.local** file:
> ```
> wdreg windrvr6
> ```

13.4 Solaris Dynamic Driver Loading

- After the initial installation you can dynamically load WinDriver on Solaris by executing:
  ```
  /usr/sbin/add_drv windrvr6
  ```
- To dynamically unload WinDriver, execute:
  ```
  /usr/sbin/rem_drv windrvr6
  ```

13.5 Windows Mobile Dynamic Driver Loading

The **WinDriver\redist\Windows_Mobile_5_ARMV4I\ wdreg.exe** utility can be used for loading the WinDriver kernel module (**windrvr6.dll**) on a Windows Mobile platform.

TIP
On Windows Mobile the operating system's security scheme prevents the loading of unsigned drivers at boot time, therefore the WinDriver kernel module has to be reloaded after boot. To load WinDriver on the target Windows Mobile platform every time the OS is started, copy the **wdreg.exe** utility to the **Windows\StartUp** directory on the target.

The source code of the Windows Mobile **wdreg.exe** utility is available under the **WinDriver\samples\wince_install\wdreg** directory on the development PC.

Chapter 14

Distributing Your Driver

Read this chapter in the final stages of driver development. It will guide you in preparing your driver for distribution.

14.1 Getting a Valid License for WinDriver

To purchase a WinDriver license, complete the **WinDriver/docs/order.pdf** order form and fax or email it to Jungo. Complete details are included on the order form. Alternatively, you can order WinDriver on-line. For more details, visit our web site: `http://www.jungo.com`.

In order to install the registered version of WinDriver and to activate driver code that you have developed during the evaluation period on the development machine, please follow the installation instructions found in section 3.2 above.

14.2 Windows Driver Distribution

NOTES

- For **Windows 2000/XP/Server 2003/Vista**, all references to **wdreg** in this section can be replaced with **wdreg_gui**, which offers the same functionality but displays GUI messages instead of console-mode messages.
  For **Windows 98/Me**, all references to **wdreg** should be replaced with **wdreg16**.
  For more information regarding the **wdreg** utility, see Chapter 13.
- The WinDriver installation directory contains two distribution directories – **redist**\ and **redist_win98_compat**\.
  - **WinDriver****redist** contains a digitally signed, WHQL-compliant, **windrvr6.sys** driver and related INF and catalog files for **Windows 2000/XP/Server 2003/Vista** (see section 15.3 of the manual for details regarding digital driver signature and WHQL certification).
  - **WinDriver****redist_win98_compat** contains an unsigned **windrvr6.sys** driver and a related INF file for **Windows 98/Me/2000/XP/Server 2003/Vista**.

  When distributing the driver to a **Windows 98/Me**, replace any references to the **WinDriver****redist** directory in this section with **WinDriver****redist_win98_compat**. You can also use the files from this directory for a **Windows 2000/XP/Server 2003/Vista** distribution, although on these platforms it is recommended to use the files from the **WinDriver****redist** directory.
- On **Windows 2000/XP/Server 2003/Vista** if you have renamed the WinDriver kernel module (**windrvr6.sys**), as explained in section 15.2, replace the relevant **windrvr6** references with the name of your driver, and replace references to the **WinDriver****redist** directory with the path to the directory that contains your modified installation files. For example, when using the generated DriverWizard renamed driver files for your driver project, as explained in section 15.2.1.1, you can replace references to the **WinDriver****redist** directory with references to the generated **xxx_installation****redist** directory (where **xxx** is the name of your generated driver project).
- If you have created new INF and/or catalog files for your driver, replace the references to the original WinDriver INF files and/or to the **wd910.cat** catalog file with the names of your new files (see information in sections 15.2.1 and 15.3.2 regarding renaming of the original files).

Distributing the driver you created is a multi-step process. First, create a distribution package that includes all the files required for the installation of the driver on the target computer. Second, install the driver on the target machine. This involves installing **windrvr6.sys** and **windrvr6.inf**, installing the specific INF file for your device (for Plug-and-Play hardware – PCI/PCMCIA), and installing your Kernel PlugIn driver (if you have created one). Finally, you need to install and execute the hardware control application that you developed with WinDriver. These steps can be performed using **wdreg** utility.

NOTE
This section refers to distribution of ***.sys** files. Starting from WinDriver version 6.21 ***.vxd** drivers are no longer supported.

14.2.1 Preparing the Distribution Package

Your distribution package should include the following files:

- Your hardware control application/DLL.
- **windrvr6.sys**.
  Get this file from the **WinDriver****redist** directory in the WinDriver package.
- **windrvr6.inf**.
  Get this file from the **WinDriver****redist** directory in the WinDriver package.
- **wd910.cat** (Windows 2000/XP/Server 2003/Vista).
  Get this file from the **WinDriver****redist** directory in the WinDriver package.
- **wdapi910.dll** (for distribution of 32-bit binaries to 32-bit target platforms or for distribution of 64-bit binaries to 64-bit platforms) or **wdapi910_32.dll** (for distribution of 32-bit binaries to 64-bit platforms).
  Get this file from the **WinDriver****redist** directory in the WinDriver package.
- **difxapi.dll** (required by the **wdreg.exe** utility [13.2.2]).
  Get this file from the **WinDriver****util** directory in the WinDriver package.
- An INF file for your device (required for Plug-and-Play devices, such as PCI and PCMCIA).
  You can generate this file with the DriverWizard, as explained in section 4.2.
- Your Kernel PlugIn driver – **<KP driver name>.sys** – if you have created such a driver.

14.2.2 Installing Your Driver on the Target Computer

> **NOTE**
> The user must have administrative privileges on the target computer in order to install your driver.

Follow the instructions below in the order specified to properly install your driver on the target computer:

- **Preliminary Steps:**
  - To avoid reboot, before attempting to install the driver make sure that there are no open handles to the **windrvr6.sys** service. This includes verifying that there are no open applications that use this service and that there are no connected Plug-and-Play devices that are registered to work with **windrvr6.sys** – i.e., no INF files that point to this driver are currently installed for any of the Plug-and-Play devices connected to the PC, or the INF file is installed but the device is disabled. This may be relevant, for example, when upgrading a driver developed with an earlier version of WinDriver (version 6.0 and later only, since previous versions used a different module name).
    You should therefore either disable or uninstall all Plug-and-Play devices that are registered to work with WinDriver from the Device Manager (**Properties | Uninstall**, **Properties | Disable** or **Remove** – on Win98/Me), or otherwise disconnect the device(s) from the PC. If you do not do this, attempts to install the new driver using **wdreg** will produce a message that instructs the user to either uninstall all devices currently registered to work with WinDriver, or reboot the PC in order to successfully execute the installation command.
  - On **Windows 2000**, remove any INF file(s) previously installed for your Plug-and-Play device (such as files created with an earlier version of WinDriver) from the **%windir%\inf** directory before installing the new INF file that you created for the device. This will prevent Windows from automatically detecting and installing an obsolete file. You can search the INF directory for the device's vendor ID and device/product ID to locate the file(s) associated with the device.

- **Install WinDriver's kernel module:**

  1. Copy **windrvr6.sys**, **windrvr6.inf** and **wd910.cat** to the same directory.

     NOTE
     wd910.cat contains the driver's Authenticode digital signature for Windows 2000/XP/Server 2003/Vista. In order to maintain the signature's validity this file must be found in the same installation directory as the **windrvr6.inf** file. If you select to distribute the catalog and INF files in different directories, or make any changes to these files or to any other files referred to by the catalog file (such as **windrvr6.sys**), you will need to do either of the following:

     – Create a new catalog file and re-sign the driver using this file.

     – Comment-out or remove the following line in the **windrvr6.inf** file:
     `CatalogFile=wd910.cat`
     and do not include the catalog file in your driver distribution. However, note that this option invalidates the driver's digital signature.

     For more information regading driver digital signing and certification and the signing of your WinDriver-based driver, refer to section 15.3 of the manual.

  2. Use the utility **wdreg**/**wdreg16** to install WinDriver's kernel module on the target computer.

     NOTE
     wdreg is dependent on the **difxapi.dll** DLL.

     On Windows 2000/XP/Server 2003/Vista, type from the command line:
     ```
     wdreg -inf <path to windrvr6.inf> install
     ```
     On Windows 98/Me, type from the command line:
     ```
     wdreg16 -inf <path to windrvr6.inf> install
     ```
     For example, if **windrvr6.inf** and **windrvr6.sys** are in the **d:\MyDevice** directory on the target computer, the command should be:
     ```
     wdreg -inf d:\MyDevice\windrvr6.inf install
     ```
     You can find the executable of **wdreg** in the WinDriver package under the **WinDriver\util** directory. For a general description of this utility and its usage, please refer to Chapter 13.

> **NOTE**
> **wdreg** is an interactive utility. If it fails, it will display a message instructing the user how to overcome the problem. In some cases the user may be asked to reboot the computer.

> **CAUTION!**
> When distributing your driver, take care not to overwrite a newer version of **windrvr6.sys** with an older version of the file in Windows drivers directory (**%windir%\system32\drivers**). You should configure your installation program (if you are using one) or your INF file so that the installer automatically compares the time stamp on these two files and does not overwrite a newer version with an older one.

- **Install the INF file for your device** (registering your Plug-and-Play device with **windrvr6.sys**):
  - **Windows 2000/XP/Server 2003/Vista**: Use the utility **wdreg** to automatically load the INF file.

    To automatically install your INF file on **Windows 2000/XP/Server 2003/Vista** and update Windows Device Manager, run **wdreg** with the **`install`** command:
    ```
    wdreg -inf <path to your INF file> install
    ```
    You can also use the **`preinstall`** command to pre-install an INF file for a device that is not currently connected to the PC:
    ```
    wdreg -inf <path to your INF file> preinstall
    ```

    > **NOTE**
    > On **Windows 2000**, if another INF file was previously installed for the device, which registered the device to work with the Plug-and-Play driver used in earlier versions of WinDriver remove any INF file(s) for the device from the **%windir%\inf** directory before installing the new INF file that you created. This will prevent Windows from automatically detecting and installing an obsolete file. You can search the INF directory for the device's vendor ID and device/product ID to locate the file(s) associated with the device.

  - **Windows 98/Me**: Install the INF file manually using Windows **Add New Hardware Wizard** or **Upgrade Device Driver Wizard**, as outlined in detail in section 15.1.
- **Install your Kernel PlugIn driver**: If you have created a Kernel PlugIn driver, install it by following the instructions in section 14.2.3.

- **Install wdapi910.dll:**
  If your hardware control application/DLL uses **wdapi910.dll** (as is the case for the sample and generated DriverWizard WinDriver projects), copy this DLL to the target's **%windir%\system32** directory.
  If you are distributing a 32-bit application/DLL to a target 64-bit platform, rename **wdapi910_32.dll** to **wdapi910.dll** and copy this file to the target's **%windir%\sysWOW64** directory.

  NOTE
  If you attempt to write a 32-bit installation program that installs a 64-bit program, and therefore copies the 64-bit **wdapi910.dll** DLL to the **%windir%\system32** directory, you may find that the file is actually copied to the 32-bit **%windir%\sysWOW64** directory. The reason for this is that Windows x64 platforms translate references to 64-bit directories from 32-bit commands into references to 32-bit directories. You can avoid the problem by using 64-bit commands to perform the necessary installation steps from your 32-bit installation program. The **system64.exe** program, provided in the **WinDriver\redist** directory of the Windows x64 WinDriver distributions, enables you to do this.

- **Install your hardware control application/DLL**: Copy your hardware control application/DLL to the target and run it!

14.2.3 Installing Your Kernel PlugIn on the Target Computer

NOTE
The user must have administrative privileges on the target computer in order to install your Kernel PlugIn driver.

If you have created a Kernel PlugIn driver, follow the additional instructions below:

1. Copy your Kernel PlugIn driver (**<KP driver name>.sys**) to Windows drivers directory on the target computer (**%windir%\system32\drivers**).
2. Use the utility **wdreg** to add your Kernel PlugIn driver to the list of device drivers Windows loads on boot. Use the following installation command:

   To install a **SYS** Kernel PlugIn Driver:

   ```
   wdreg -name <Your driver name, without the *.sys extension> install
   ```

   You can find the executable of **wdreg** in the WinDriver package under the **WinDriver\util** directory. For a general description of this utility and its

usage, please refer to Chapter 13 (see specifically section 13.2.4 for Kernel PlugIn installation).

14.3 Windows CE Driver Distribution

14.3.1 Distribution to New Windows CE Platforms

NOTE
The following instructions apply to platform developers who build Windows CE kernel images using Windows CE Platform Builder or using MSDEV 2005 with the Windows CE 6.0 plugin. The instructions use the notation **"Windows CE IDE"** to refer to either of these platforms.

To distribute the driver you developed with WinDriver to a new target Windows CE platform, follow these steps:

1. If you have not already done so, edit the project registry file to match your target hardware. If you select to use the WinDriver component, as outlined in step 2, the registry file to modify is **WinDriver\samples\wince_install \<TARGET_CPU>\WinDriver.reg** (e.g. **WinDriver\samples\wince_install\ARMV4I\ WinDriver.reg**). Otherwise, modify the **WinDriver\samples\wince_install\project_wd.reg** file.

2. You can simplify the driver integration into your Windows CE platform by following the procedure described in this step before the Sysgen platform compilation stage.

   NOTE:

   - The procedure described in this step is relevant only for developers who use Windows CE 4.x-5.x with Platform Builder.
     Developers who use Windows CE 6.x with MSDEV 2005 should skip to the next step [3].
   - This procedure provides a convenient method for integrating WinDriver into your Windows CE platform. If you select not to use this method, you will need to perform the manual integration steps described in step 4 below after the Sysgen stage.
   - The procedure described in this step also adds the WinDriver kernel module (**windrvr6.dll**) to your OS image. This is a necessary step if you want the WinDriver CE kernel file (**windrvr6.dll**) to be a permanent part of the Windows CE image (**NK.BIN**), which is the case if you select to

transfer the file to your target platform using a floppy disk. However, if you prefer to have the file **windrvr6.dll** loaded on demand via the CESH/PPSH services, you need to perform the manual integration method described in step 4 instead of performing the procedure described in the present step.

(a) Run the Windows CE IDE and open your platform.

(b) From the **File** menu select **Manage Catalog Items....** and then click the **Import...** button and select the **WinDriver.cec** file from the relevant **WinDriver\samples\wince_install\<TARGET_CPU>** directory (e.g. **WinDriver\samples\wince_install\ARMV4I**).
This will add a WinDriver component to the Platform Builder Catalog.

(c) In the **Catalog** view, right-click the mouse on the **WinDriver Component** node in the **Third Party** tree and select **Add to OS design**.

3. Compile your Windows CE platform (Sysgen stage).

4. If you did not perform the procedure described in step 2 above, perform the following steps after the Sysgen stage in order to manually integrate the driver into your platform.

   NOTE: If you followed the procedure described in step 2, skip this step and go directly to step 5.

   (a) Run the Windows CE IDE and open your platform.

   (b) Select **Open Release Directory** from the **Build** menu.

   (c) Copy the WinDriver CE kernel file – **WinDriver\redist\<TARGET_CPU>\windrvr6.dll** – to the **%_FLATRELEASEDIR%** sub-directory on the target development platform (should be the current directory in the new command window).

   (d) Append the contents of the **project_wd.reg** file in the **WinDriver\samples\wince_install** directory to the **project.reg** file in the **%_FLATRELEASEDIR%** sub-directory.

   (e) Append the contents of the **project_wd.bib** file in the **WinDriver\samples\wince_install** directory to the **project.bib** file in the **%_FLATRELEASEDIR%** sub-directory.

   This step is only necessary if you want the WinDriver CE kernel file (**windrvr6.dll**) to be a permanent part of the Windows CE image (**NK.BIN**), which is the case if you select to transfer the file to your target platform using a floppy disk. If you prefer to have the file **windrvr6.dll** loaded on demand via the CESH/PPSH services, you do not need to carry out this step until you build a permanent kernel.

5. Select **Make Run-Time Image** from the **Build** menu and name the new image **NK.BIN**.
6. Download your new kernel to the target platform and initialize it either by selecting **Download/Initialize** from the **Target** menu or by using a floppy disk.
7. Restart your target CE platform. The WinDriver CE kernel will automatically load.
8. Install your hardware control application/DLL on the target.
   If your hardware control application/DLL uses **wdapi910.dll** (as is the case for the sample and generated DriverWizard WinDriver projects), also copy this DLL from the **WinDriver\redist\WINCE\<TARGET_CPU>** directory on the Windows host development PC to the target's **Windows** directory.

14.3.2 Distribution to Windows CE Computers

NOTE
Unless otherwise specified, "Windows CE" references in this section include all supported Windows CE platforms, including Windows Mobile.

1. Copy WinDriver's kernel module – **windrvr6.dll** – from the **WinDriver\redist\WINCE\<TARGET_CPU>** directory on the Windows host development PC to the **Windows** directory on your target Windows CE platform.
2. Add WinDriver to the list of device drivers Windows CE loads on boot:
   - Modify the registry according to the entries documented in the file **WinDriver\samples\wince_install\ project_wd.reg**. This can be done using the Windows CE Pocket Registry Editor on the hand-held CE computer or by using the Remote CE Registry Editor Tool supplied with MS eMbedded Visual C++ (Windows CE 4.x – 5.x) / MSDEV .NET 2005 (Windows Mobile or Windows CE 6.x). Note that in order to use the Remote CE Registry Editor tool you will need to have Windows CE Services installed on your Windows host platform.
   - On Windows Mobile the operating system's security scheme prevents the loading of unsigned drivers at boot time, therefore the WinDriver kernel module has to be reloaded after boot. To load WinDriver on the target Windows Mobile platform every time the OS is started, copy the **WinDriver\redist\Windows_Mobile_5_ARMV4I\ wdreg.exe** utility to the **Windows\StartUp** directory on the target.

3. Restart your target CE computer. The WinDriver CE kernel will automatically load. You will have to do a warm reset rather than just suspend/resume (use the reset or power button on your target CE computer).
4. Install your hardware control application/DLL on the target.
   If your hardware control application/DLL uses **wdapi910.dll** (as is the case for the sample and generated DriverWizard WinDriver projects), also copy this DLL from the **WinDriver\redist\WINCE\<TARGET_CPU>** directory on the development PC to the target's **Windows** directory.

14.4 Linux Driver Distribution

NOTES

- The Linux kernel is continuously under development and kernel data structures are subject to frequent changes. To support such a dynamic development environment and still have kernel stability, the Linux kernel developers decided that kernel modules must be compiled with header files identical to those with which the kernel itself was compiled. They enforce this by including a version number in the kernel header files that is checked against the version number encoded into the kernel. This forces Linux driver developers to facilitate recompilation of their driver based on the target system's kernel version.
- If you have renamed the WinDriver kernel module (**windrvr6.o/.ko**), as explained in section 15.2, replace the relevant **windrvr6** references with the name of your driver, and replace references to the WinDriver **redist/**, **lib/** and **include/** directories with the path to your copy of the relevant directory.
  For example, when using the generated DriverWizard renamed driver files for your driver project, as explained in section 15.2.2.1, you can replace references to the **WinDriver/redist** directory with references to the generated **xxx_installation/redist** directory (where **xxx** is the name of your generated driver project).

14.4.1 WinDriver Kernel Module

Since **windrvr6.o/.ko** is a kernel module, it must be recompiled for every kernel version on which it is loaded. To facilitate this, we supply the following components – all provided under the **WinDriver/redist** directory, unless explicitly specified otherwise – in order to insulate the WinDriver kernel module from the Linux kernel:

- **windrvr_gcc_v2.a**, **windrvr_gcc_v3.a** and **windrvr_gcc_v3_regparm.a**: compiled object code for the WinDriver kernel module. **windrvr_gcc_v2.a**

is used for kernels compiled with GCC v2.x.x, and **windrvr_gcc_v3.a** is used for kernels compiled with GCC v3.x.x. **windrvr_gcc_v3_regparm.a** is used for kernels compiled with GCC v3.x.x with the **regparm** flag.

- **linux_wrappers.c/h**: wrapper library source code files that bind the WinDriver kernel module to the Linux kernel.
- **linux_common.h**, **windrvr.h**, **wd_ver.h** and **wdusb_interface.h**: header files required for building the WinDriver kernel module on the target. (Note that **wdusb_interface.h** is required also for PCI/PCMCIA/ISA drivers, not just for USB).
- **wdusb_linux.c**: used by WinDriver to utilize the USB stack. Even though this is a USB file, it is also required for PCI/PCMCIA/ISA drivers.
- **configure**: a configuration script, which creates a **makefile** that compiles and inserts the module **windrvr6.o/.ko** into the kernel.
- **makefile.in**, **wdreg** (provided under the **WinDriver/util** directory) and **setup_inst_dir**: the **configure** script uses **makefile.in**, which creates a makefile. This makefile calls the **wdreg** utility shell script and **setup_inst_dir**. All three files must be copied to the target.

> **TIP**
> You can use the **wdreg** script to load the WinDriver kernel module [13.3]. To automatically load **windrvr6.o/.ko** on each boot, run the **wdreg** script from the target Linux **/etc/rc.d/rc.local** file:
> `wdreg windrvr6`

You need to distribute these components along with your driver source/object code.

14.4.2 User-Mode Hardware Control Application/Shared Objects

Copy the hardware control application/shared objects that you created with WinDriver to the target.

If your hardware control application/shared objects use **libwdapi910.so** (as is the case for the sample and generated DriverWizard WinDriver projects), copy this shared object from the **WinDriver/lib** directory on the development PC to the target's library directory (**/usr/lib** – for 32-bit PowerPC or 32-bit x86 targets; **/usr/lib64** – for 64-bit x86 targets).

Since your hardware control application/shared objects do not have to be matched against the kernel version number, you are free to distribute it as binary code (if you

wish to protect your source code from unauthorized copying) or as source code. Note that under the license agreement with Jungo you may not distribute the source code of the **libwdapi910.so** shared object.

CAUTION!
If you select to distribute your source code, make sure you do not distribute your WinDriver license string, which is used in the code.

14.4.3 Kernel PlugIn Modules

Since the Kernel PlugIn module (if you have created such a module) is a kernel module, it also needs to be matched against the active kernel's version number. This means recompilation for the target system. It is advisable to supply the Kernel PlugIn module source code to your customers so that they can recompile it. You can use the **configure** script that the DriverWizard created for you in the code generation of the Kernel PlugIn to build and insert any Kernel PlugIn modules that you distribute.

NOTE
You may have to perform adjustments to the **configure** script, particularly concerning the locations of files (their paths).

To enable re-compilation of your Kernel PlugIn driver on different Linux targets, you are also free to distribute the following files: **kp_linux_gcc_v2.o**, **kp_linux_gcc_v3.o**, **kp_linux_gcc_v3_regparm.o**, **kp_wdapi910_gcc_v2.a**, **kp_wdapi910_gcc_v3.a** and **kp_wdapi910_gcc_v3_regparm.a**.
The **xxx_gcc_v2.o/a** files are used for kernels compiled with GCC v2.x.x, the **xxx_gcc_v3.o/a** files are used for kernels compiled with GCC v3.x.x, and the **xxx_gcc_v3_regparm.o/a** files are used for kernels compiled with GCC v3.x.x with the **regparm** flag.

14.4.4 Installation Script

We suggest that you supply an installation shell script that copies your driver executables/DLL to the correct locations (perhaps **/usr/local/bin**) and then invokes **make** or **gmake** to build and install the WinDriver kernel module and any Kernel PlugIn modules .

14.5 Solaris Driver Distribution

NOTE
If you have renamed the WinDriver kernel module (**windrvr6**), as explained in section 15.2, replace the relevant **windrvr6** and **windrvr** references with the name of your driver, and replace references to the WinDriver **redist/** and **lib/** directories with the path to your copy of the relevant directory. For example, when using the generated DriverWizard renamed driver files for your driver project, as explained in section 15.2.3.1, you can replace references to the **WinDriver/redist** directory with references to the generated **xxx_installation/redist** directory (where **xxx** is the name of your generated driver project).

For Solaris, you need to supply the following to allow the client to enable target installation of your driver:

- WinDriver's kernel module: The files **windrvr6** and **windrvr6.conf**, which are provided under the **WinDriver/redist** directory, implement the WinDriver kernel module.
- User-mode hardware control application/shared object: Your user-mode hardware control application/shared object binaries.
- If your hardware control application/shared object uses **libwdapi910.so** (as is the case for the sample and generated DriverWizard WinDriver projects), copy this shared object from the **WinDriver/lib** directory on the development PC to the target's library directory (**/lib/32** – for 32-bit SPARC or 32-bit x86 targets; **/lib/64** – for 64-bit SPARC targets).
- Kernel PlugIn module: If you used a Kernel PlugIn module, you should supply the relevant files, e.g., **mykp** and **mykp.conf**.
- An installation script: We suggest that you supply an installation shell script that copies your driver executables to the correct locations (perhaps **/usr/local/bin**) and then installs the WinDriver kernel. You may adapt the utility script **install_windrvr** (found under the **WinDriver** directory on the development machine) to your purposes.

Chapter 15

Driver Installation – Advanced Issues

15.1 INF Files – Windows 98/Me/2000/XP/Server 2003/Vista

Device information (INF) files are text files that provide information used by the Plug-and-Play mechanism in Windows 98/Me/2000/XP/Server 2003/Vista to install software that supports a given hardware device. INF files are required for hardware that identifies itself, such as USB and PCI. An INF file includes all necessary information about a device and the files to be installed. When hardware manufacturers introduce new products, they must create INF files to explicitly define the resources and files required for each class of device.

In some cases, the INF file for your specific device is supplied by the operating system. In other cases, you will need to create an INF file for your device. WinDriver's DriverWizard can generate a specific INF file for your device. The INF file is used to notify the operating system that WinDriver now handles the selected device.

You can use the DriverWizard to generate the INF file on the development machine – as explained in section 4.2 of the manual – and then install the INF file on any machine to which you distribute the driver, as explained in the following sections.

15.1.1 Why Should I Create an INF File?

- To stop the Windows **Found New Hardware Wizard** from popping up after each boot.
- To ensure that the operating system can initialize the PCI configuration registers on Windows 98/Me/2000/XP/Server 2003/Vista.
- To ensure that PCI interrupts are handled correctly.
- To load the new driver created for the device.
  An INF file must be created whenever developing a new driver for Plug and Play hardware that will be installed on a Plug-and-Play system.
- To replace the existing driver with a new one.

15.1.2 How Do I Install an INF File When No Driver Exists?

NOTE
You must have administrative privileges in order to install an INF file on Windows 98/Me/2000/XP/Server 2003/Vista.

- **Windows 2000/XP/Server 2003/Vista**:

  On Windows 2000/XP/Server 2003/Vista you can use the **wdreg** utility with the **`install`** command to automatically install the INF file:

  ```
  wdreg -inf <path to the INF file> install
  ```

  (for more information, refer to section 13.2.2 of the manual).

  On the development PC, you can have the INF file automatically installed when selecting to generate the INF file with the DriverWizard, by checking the **Automatically Install the INF file** option in the DriverWizard's INF generation window (see section 4.2).

  It is also possible to install the INF file manually on Windows 2000/XP/Server 2003/Vista, using either of the following methods:

  – Windows **Found New Hardware Wizard**: This wizard is activated when the device is plugged in or, if the device was already connected, when scanning for hardware changes from the Device Manager.

  – Windows **Add/Remove Hardware Wizard**: Right-click the mouse on **My Computer**, select **Properties**, choose the **Hardware** tab and click on **Hardware Wizard...**.

  – Windows **Upgrade Device Driver Wizard**: Select the device from the **Device Manager** devices list, select **Properties**, choose the **Driver** tab

and click the **Update Driver...** button. On Windows 2000/XP/Server 2003/Vista you can choose to upgrade the driver directly from the Properties list.

In all the manual installation methods above you will need to point Windows to the location of the relevant INF file during the installation.
We recommend using the **wdreg** utility to install the INF file automatically, instead of installing it manually.

- **Windows 98/Me**:

  On **Windows 98/Me** you need to install the INF file for your PCI/PCMCIA device manually, either via Windows **Add New Hardware Wizard** or **Upgrade Device Driver Wizard**, as explained below:

  – Windows **Add New Hardware Wizard**:

  NOTE
  This method can be used if no other driver is currently installed for the device or if the user first uninstalls (removes) the current driver for the device. Otherwise, Windows **New Hardware Found Wizard**, which activates the **Add New Hardware Wizard**, will not appear for this device.

  (1) To activate the Windows **Add New Hardware Wizard**, attach the hardware device to the computer or, if the device is already connected, scan for hardware changes (**Refresh**).

  (2) When Windows **Add New Hardware Wizard** appears, follow its installation instructions. When asked, point to the location of the INF file in your distribution package.

  – Windows **Upgrade Device Driver Wizard**:

  (1) Open Windows Device Manager: From the **System Properties** window (right-click on **My Computer** and select **Properties**) select the **Device Manager** tab.

  (2) Select your device from the **Device Manager** devices list, choose the **Driver** tab and click the **Update Driver** button.
  To locate your device in the Device Manager, select **View devices by connection**. For PCI devices, navigate to **Standard PC | PCI bus | <your device>**.

  (3) Follow the instructions of the **Upgrade Device Driver Wizard** that opens. When asked, point to the location of the INF file in your distribution package.

15.1.3 How Do I Replace an Existing Driver Using the INF File?

NOTE
You must have administrative privileges in order to replace a driver on Windows 98/Me/2000/XP/Server 2003/Vista.

1. On **Windows 2000**, if you wish to upgrade the driver for PCI/PCMCIA devices that have been registered to work with earlier versions of WinDriver, we recommend that you first delete from Windows INF directory (**%windir%\inf**) any previous INF files for the device, to prevent Windows from installing an old INF file in place of the new file that you created. Look for files containing your device's vendor and device IDs and delete them.
2. Install your INF file:
   - On **Windows 2000/XP/Server 2003/Vista** you can automatically install the INF file:

     You can use the **wdreg** utility with the **`install`** command to automatically install the INF file on Windows 2000/XP/Server 2003/Vista:
     ```
     wdreg -inf <path to INF file> install
     ```
     (for more information, refer to section 13.2.2 of the manual).

     On the development PC, you can have the INF file automatically installed when selecting to generate the INF file with the DriverWizard, by checking the **Automatically Install the INF file** option in the DriverWizard's INF generation window (see section 4.2).

     It is also possible to install the INF file manually on Windows 2000/XP/Server 2003/Vista, using either of the following methods:

     – Windows **Found New Hardware Wizard**: This wizard is activated when the device is plugged in or, if the device was already connected, when scanning for hardware changes from the Device Manager.

     – Windows **Add/Remove Hardware Wizard**: Right-click on **My Computer**, select **Properties**, choose the **Hardware** tab and click on **Hardware Wizard...**.

     – Windows **Upgrade Device Driver Wizard**: Select the device from the **Device Manager** devices list, select **Properties**, choose the **Driver** tab and click the **Update Driver...** button. On Windows 2000/XP/Server 2003/Vista you can choose to upgrade the driver directly from the Properties list.

In the manual installation methods above you will need to point Windows to the location of the relevant INF file during the installation. If the installation wizard offers to install an INF file other than the one you have generated, select **Install one of the other drivers** and choose your specific INF file from the list.

We recommend using the **wdreg** utility to install the INF file automatically, instead of installing it manually.

- On **Windows 98/Me** you need to install the INF file manually via Windows **Add New Hardware Wizard** or **Upgrade Device Driver Wizard**, as explained below:
  - Windows **Add New Hardware Wizard**:

    NOTE
    This method can be used if no other driver is currently installed for the device or if the user first uninstalls (removes) the current driver for the device. Otherwise, the Windows **Found New Hardware Wizard**, which activates the **Add New Hardware Wizard**, will not appear for this device.

    (1) To activate the Windows **Add New Hardware Wizard**, attach the hardware device to the computer or, if the device is already connected, scan for hardware changes (Refresh).

    (2) When Windows **Add New Hardware Wizard** appears, follow its installation instructions. When asked, specify the location of the INF file in your distribution package.

  - Windows **Upgrade Device Driver Wizard**:

    (1) Open Windows Device Manager: From the **System Properties** window (right click on **My Computer** and select **Properties**) select the **Device Manager** tab.

    (2) Select your device from the **Device Manager** devices list, open it, choose the **Driver** tab and click the **Update Driver** button. To locate your device in the Device Manager, select **View devices by connection**. For PCI devices, navigate to **Standard PC | PCI bus | <your device>**.

    (3) Follow the instructions of the **Upgrade Device Driver Wizard** that opens. Locate the INF in your distribution package when asked.

15.2 Renaming the WinDriver Kernel Driver

The WinDriver APIs are implemented within the **windrvr6.sys/.dll/.o/.ko** kernel driver module (depending on the OS), which provides the main driver functionality and enables you to code your specific driver logic from the user mode [1.6].

On Windows, Linux and Solaris you can change the name of the WinDriver kernel module to your preferred driver name, and then distribute the renamed driver instead of **windrvr6.sys/.o/.ko**. The following sections explain how to rename the driver for each of the supported operating systems.

i A renamed WinDriver kernel driver can be installed on the same PC as the original **windrvr6.sys/.o/.ko** kernel module.
You can also install multiple renamed WinDriver drivers on the same PC, simultaneously.

TIP
Try to give your driver a unique name in order to avoid a potenial conflict with other drivers on the target PCs on which your driver will be installed.

15.2.1 Windows Driver Rename

Rename the Windows WinDriver kernel driver – **windrvr6.sys** – using either of the two alternative methods described in the following sections.

TIP
It is recommended to use the first method, described in setion 15.2.1.1, since it automates most of the work for you.

NOTES

- References to the **WinDriver\redist** directory in this section can be replaced with **WinDriver\redist_win98_compat**.
  The **redist**\ directory contains a digitally signed, WHQL-compliant, **windrvr6.sys** driver and related files.
  The **redist_win98_compat**\ directory contains an unsigned non-WHQL compliant version of the driver for Windows 98/Me and higher.
- Renaming the signed **windrvr6.sys** driver nullifies its signature. In such cases you can select either to sign your new driver, or to distribute an unsigned driver. For more information on driver signing and certification refer to section 15.3. For guidelines for signing and certifying your renamed driver, refer to section 15.3.2.

15.2.1.1 Rename the Windows Driver Using DriverWizard

To rename your Windows WinDriver kernel driver using DriverWizard (recommended), follow the steps in this section.

i References to **xxx** in this section should be replaced with the name of your generated DriverWizard driver project.

1. Use the DriverWizard utility to generate driver code for your hardware on Windows [4.2(6)], using your preferred driver name (**xxx**) as the name of the generated driver project.

   The generated project directory (**xxx**\) will include an **xxx_installation**\ directory with the following files and directories:

   - **redist**\directory:
     - **xxx.sys** – Your new driver, which is actually a renamed copy of the **windrvr6.sys** driver.

       Note: The properties of the generated driver file (such as the file's version, company name, etc.) are identical to the properties of the original **windrvr6.sys** driver. You can rebuild the driver with new properties using the files from the generated **xxx_installation****sys** directory, as explained below.
     - **xxx_driver.inf** – A modified version of the **windrvr6.inf** file, which will be used to install your new **xxx.sys** driver.
       You can make additional modifications to this file, if you wish – namely, changing the string definitions and/or comments in the file.

  - **xxx_device.inf** – A modified version of the standard generated DriverWizard INF file for your device, which registers your device with your driver (**xxx.sys**).
    You can make additional modifications to this file, if you wish, such as changing the manufacturer or driver provider strings.
  - **wdapi910.dll** – A copy of the WinDriver API DLL. The DLL is copied here in order to simplify the driver distribution, allowing you to use the generated **xxx****redist**\ directory as the main installation directory for your driver, instead of the original **WinDriver****redist** directory.

- **sys**\ directory: This directory contains files for advanced users, who wish to change the properties of their driver file.
  Note: Changing the file's properties requires rebuilding of the driver module using the Windows Driver Development Kit (**DDK**).

  To modify the properties of your **xxx.sys** driver file:

  (a) Verify that the Windows DDK is installed on your development PC, or elsewhere on its network, and set the **BASEDIR** environment variable to point to your DDK installation directory.

  (b) Modify the **xxx.rc** resources file in the generated **sys**\ directory in order to set different driver file properties.

  (c) Rebuild the driver by running the following command:
  ```
  ddk_make <OS> <build mode (free/checked)>
  ```
  For example, to build a release version of the driver for Windows XP:
  ```
  ddk_make winxp free
  ```
  Note: The **ddk_make.bat** utility is provided under the **WinDriver****util** directory, and should be automatically identified by Windows when runnning the installation command.

  After rebuilding the **xxx.sys** driver, copy the new driver file to the generated **xxx****redist** directory.

2. Verify that your application calls the `WD_DriverName()` function [B.1] with your new driver name before calling any other WinDriver function.
   Note that the sample and generated DriverWizard WinDriver applications already include a call to this function, but with the default driver name (**windrvr6**), so all you need to do is replace the driver name that is passed to the function in the code with your new driver name.
3. Verify that your user-mode driver project is built with the `WD_DRIVER_NAME_CHANGE` preprocessor flag (e.g. `-DWD_DRIVER_NAME_CHANGE`)

Note: The sample and generated DriverWizard WinDriver projects/makefiles already set this preprocessor flag by default.

4. Install your new driver by following the instructions in section 14.2 of the manual, using the modified files from the generated **xxx_installation**\ directory instead of the installation files from the original WinDriver distribution.

15.2.1.2 Manually Rename the Windows Driver

To manually rename the Windows WinDriver kernel driver, follow these steps:

1. Create a copy of the **WinDriver****redist** directory and modify the files in this directory as follows:
   - Rename the **windrvr6.sys** and **windrvr6.inf** files, replacing **windrvr6** in the file names with your selected driver name, e.g. **my_driver**. Note that you must leave the ***.sys / *.inf** file extension.
   - Modify your copy of the **windrvr6.inf** file:
     (a) Replace all **windrvr6** occurrences in the file with the name of your new driver (e.g. **my_driver**).
     (b) Change the name of the driver service for the `AddService` key, under the `[DriverInstall.NT.Services]` section in the INF file, to your selected driver service name (e.g. **MyDriver**).
2. Replace any occurrences of **windrvr6** in your device-INF file, which registers your device with the selected driver, with the name of your new driver module (e.g. **my_driver**). You can also make additional modifications to this file, if you wish, such as changing the manufacturer or driver provider strings.

> **NOTE**
> DriverWizard automatically generates a device-INF for your device under the generated driver project directory. The file's name is derived from the name selected for your driver project (e.g. **<my_driver>.inf**). You can also generate the device INF file yourself by selecting the INF generation option from the DriverWizard's **Select Your Device** screen, which is displayed when selecting to create a new host driver project. When using this method you can set your own INF strings – such as the manufacturer name, device name, and device class – directly from the wizard, and let DriverWizard generate a device-INF file that uses your definitions, as explained in section 4.2(3). Regardless of the method used to create your device-INF file, in order to use your new driver module you must change the references to **windrvr6** in this file to your new driver name, as explained above.

3. Verify that your application calls the `WD_DriverName()` function [B.1] with your new driver name before calling any other WinDriver function.
   Note that the sample and generated DriverWizard WinDriver applications already include a call to this function, but with the default driver name (**windrvr6**), so all you need to do is replace the driver name that is passed to the function in the code with your new driver name.
4. Verify that your user-mode driver project is built with the `WD_DRIVER_NAME_CHANGE` preprocessor flag (e.g. `-DWD_DRIVER_NAME_CHANGE`)
   Note: The sample and generated DriverWizard WinDriver projects/makefiles already set this preprocessor flag by default.
5. Install your new driver by following the instructions in section 14.2 of the manual, using the modified files from your new installation directory instead of the installation files from the original WinDriver distribution.

15.2.2 Linux Driver Rename

Rename the Linux WinDriver kernel driver – **windrvr6.o/.ko** – using either of the two alternative methods described in the following sections.

> **TIP**
> It is recommended to use the first method, described in setion 15.2.2.1, since it automates most of the work for you.

15.2.2.1 Rename the Linux Driver Using DriverWizard

To rename your Linux WinDriver kernel driver using DriverWizard (recommended), follow the steps in this section.

i References to **xxx** in this section should be replaced with the name of your generated DriverWizard driver project.

1. Use the DriverWizard utility to generate driver code for your hardware on Linux [4.2(6)], using your preferred driver name (**xxx**) as the name of the generated driver project.

   The generated project directory (**xxx/**) will include an **xxx_installation/** directory with the following files and directories:

   - **redist/** directory: This directory contains copies of the files from the original **WinDriver/redist** installation directory, but with the

required modifications for building your **xxx.o/.ko** driver instead of **windrvr6.o/.ko**.

- **lib/** and **include/** directories: Copies of the library and include directories from the original WinDriver distribution. These copies are created since the supported Linux WinDriver kernel driver build method relies on the existence of these directories directly under the same parent directory as the **redist/** directory.

2. Verify that your application calls the `WD_DriverName()` function [B.1] with your new driver name before calling any other WinDriver function.
   Note that the sample and generated DriverWizard WinDriver applications already include a call to this function, but with the default driver name (**windrvr6**), so all you need to do is replace the driver name that is passed to the function in the code with your new driver name.
3. Verify that your user-mode driver project is built with the `WD_DRIVER_NAME_CHANGE` preprocessor flag (`-DWD_DRIVER_NAME_CHANGE`)
   Note: The sample and generated DriverWizard WinDriver projects/makefiles already set this preprocessor flag by default.
4. Install your new driver by following the instructions in section 14.4 of the manual, using the modified files from the generated **xxx_installation/** directory instead of the installation files from the original WinDriver distribution. As part of the installation, build your new kernel driver module by following the instructions in section 14.4.1, using the files from your new installation directory.

15.2.2.2 Manually Rename the Linux Driver

To manually rename the Linux WinDriver kernel driver, follow these steps:

1. Create a new installation directory and copy the **redist/**, **lib/** and **include/** directories from the original WinDriver distribution to this new directory.
2. Make the following changes to the files in your copy of the **redist/** directory:
   (a) Replace any occurrences of the **`%DRIVER_NAME%`** string in the **linux_wrappers.c** file with your new driver name (e.g. **my_driver**).
   (b) Replace the **configure** script in the new directory with a copy of the **WinDriver/wizard/.windrvr6_configure.src** file; rename this file to **configure**; and replace the **`%DRIVER_NAME_CHANGE_FLAG%`** string in this file with `-DWD_DRIVER_NAME_CHANGE`.

   Note: The copies of the **lib/** and **include/** directories should not be modified. These copies are created since the supported WinDriver Linux kernel driver

build method relies on the existence of these directories directly under the same parent directory as the **redist/** directory.

3. Verify that your application calls the `WD_DriverName()` function [B.1] with your new driver name before calling any other WinDriver function.
   Note that the sample and generated DriverWizard WinDriver applications already include a call to this function, but with the default driver name (**windrvr6**), so all you need to do is replace the driver name that is passed to the function in the code with your new driver name.
4. Verify that your user-mode driver project is built with the `WD_DRIVER_NAME_CHANGE` preprocessor flag (`-DWD_DRIVER_NAME_CHANGE`)
   Note: The sample and generated DriverWizard WinDriver projects/makefiles already set this preprocessor flag by default.
5. Install your new driver by following the instructions in section 14.4 of the manual, using the modified files from your new installation directory instead of the installation files from the original WinDriver distribution. As part of the installation, build your new kernel driver module by following the instructions in section 14.4.1, using the files from your new installation directory.

15.2.3 Solaris Driver Rename

Rename the Solaris WinDriver kernel driver – **windrvr6** – using either of the two alternative methods described in the following sections.

TIP
It is recommended to use the first method, described in setion 15.2.3.1, since it automates most of the work for you.

15.2.3.1 Rename the Solaris Driver Using DriverWizard

To rename your Solaris WinDriver kernel driver using DriverWizard (recommended), follow the steps in this section.

i References to **xxx** in this section should be replaced with the name of your generated DriverWizard driver project.

1. Use the DriverWizard utility to generate driver code for your hardware on Solaris [4.2(6)], using your preferred driver name (**xxx**) as the name of the generated driver project.

   The generated project directory (**xxx/**) will include an **xxx_installation/**

directory with the following files and directories:

- **redist/** directory: This directory provides modified versions of the files from the original **WinDriver/redist** directory – i.e. the **windrvr6** kernel module and **windrvr6.conf** installation file – which have been modified to use your new driver name (**xxx**).
- **lib/** directory: This directory is simply a copy of the **lib/** directory from the original WinDriver distribution. It is copied here since the driver's installation method relies on the existence of this directory directly under the same parent directory as the **redist/** directory.
- **install_xxx** and **remove_xxx** scripts: Copies of the **install_windrvr** and **rename_windrvr** files from the original **WinDriver/** directory, which have been modified to refer to your new driver.

2. Verify that your application calls the `WD_DriverName()` function [B.1] with your new driver name before calling any other WinDriver function.
   Note that the sample and generated DriverWizard WinDriver applications already include a call to this function, but with the default driver name (**windrvr6**), so all you need to do is replace the driver name that is passed to the function in the code with your new driver name.
3. Verify that your user-mode driver project is built with the `WD_DRIVER_NAME_CHANGE` preprocessor flag (`-DWD_DRIVER_NAME_CHANGE`)
   Note: The sample and generated DriverWizard WinDriver projects/makefiles already set this preprocessor flag by default.
4. Install your new driver by following the instructions in section 14.5 of the manual, using the modified files from the generated **xxx_installation/** directory instead of the installation files from the original WinDriver distribution.

15.2.3.2 Manually Rename the Solaris Driver

To manually rename the Solaris WinDriver kernel driver, follow these steps:

1. Create a new installation directory and copy the **redist/** and **lib/** directories, and the **install_windrvr** and **remove_windrvr** files, from the original WinDriver distribution to your new directory.
2. Modify your copies of the **redist/** directory files and the **install_windrvr** and **remove_windrvr** files by replacing all occurrences of **windrvr6** or **windrvr**, both in the file names and in the files themselves, with your selected driver name (e.g. **my_driver**).

Note: The copy of the **lib/** directory should not be modified. This copy is created since the the driver's installation method relies on the existence of this directory directly under the same parent directory as the **redist/** directory.

3. Verify that your application calls the `WD_DriverName()` function [B.1] with your new driver name before calling any other WinDriver function.
   Note that the sample and generated DriverWizard WinDriver applications already include a call to this function, but with the default driver name (**windrvr6**), so all you need to do is replace the driver name that is passed to the function in the code with your new driver name.
4. Verify that your user-mode driver project is built with the `WD_DRIVER_NAME_CHANGE` preprocessor flag (`-DWD_DRIVER_NAME_CHANGE`)
   Note: The sample and generated DriverWizard WinDriver projects/makefiles already set this preprocessor flag by default.
5. Install your new driver by following the instructions in section 14.5 of the manual, using the modified files from your new installation directory instead of the installation files from the original WinDriver distribution.

15.3 Digital Driver Signing & Certification – Windows 2000/XP/Server 2003/Vista

15.3.1 Overview

Before distributing your driver you can select to digitally sign it and/or certify it, either by submitting it to Microsoft's Windows Logo Program certification and signature, or by having the driver Authenticode signed.

On most existing Windows operating systems, a driver can be installed successfully even if it has not been digitally signed or certified. However, there are advantages to getting your driver signed. Among these advantages are: successful driver installation on targets on which the installation of unsigned drivers has been blocked; avoid Windows unsigned driver warnings during the driver's installation; full pre-installation of INF files [15.1] on Windows XP and newer is supported only for signed drivers. The importance of digital code signing was further extended with the release of the Windows Vista operating system, as explained at: `http://www.microsoft.com/whdc/winlogo/drvsign/drvsign.mspx`.

For more information on digital driver signing and certification, refer to the *Introduction to Code Signing* topic in the Microsoft Development Network (MSDN) documentation.

15.3.1.1 Authenticode Driver Signature

The Microsoft Authenticode mechanism verifies the authenticity of driver's provider. It allows driver developers to include information about themselves and their code with their programs through the use of digital signatures, and informs users of the driver that the driver's publisher is participating in an infrastructure of trusted entities. The Authenticode signature does not, however, guarantee the code's safety or functionality.

The **WinDriver\redist\windrvr6.sys** driver has an Authenticode digital signature.

15.3.1.2 WHQL Driver Certification

Microsoft's Windows Logo Program – `http://www.microsoft.com/whdc/winlogo/default.mspx` – lays out procedures for submitting hardware and software modules, including drivers, for Microsoft quality assurance tests. Passing the tests qualifies the hardware/software for Microsoft certification, which verifies both the driver provider's authenticity and the the driver's safety and functionality.

Device drivers should be submitted for certification together with the hardware that they drive. The driver and hardware are submitted to Microsoft's Windows Hardware Quality Labs (**WHQL**) testing in order to receive digital signature and certification. This procedure verifies both the driver's provider and its behavior.

For detailed information regarding the WHQL certification process, refer to the following Microsoft web pages:

- WHQL home page:
  `http://www.microsoft.com/whdc/whql/default.mspx`
- WHQL Policies page:
  `http://www.microsoft.com/whdc/whql/policies/default.mspx`
- Windows Quality Online Services (**Winqual**) home page:
  `https://winqual.microsoft.com/`.
- Winqual help:
  `https://winqual.microsoft.com/Help/`
- WHQL tests, procedures and forms download page:
  `http://www.microsoft.com/whdc/whql/WHQLdwn.mspx`
- Windows Driver Kit (**WDK**):
  `http://www.microsoft.com/whdc/devtools/wdk/default.mspx`
- Driver Test Manager (**DTM**):
  `http://www.microsoft.com/whdc/DevTools/WDK/DTM.mspx`

* Note: Some of the links require Windows Internet Explorer.

15.3.2 Driver Signing & Certification of WinDriver-Based Drivers

As indicated above [15.3.1.1], The **WinDriver\redist\windrvr6.sys** driver has an Authenticode signature. Since WinDriver's kernel module (**windrvr6.sys**) is a generic driver, which can be used as a driver for different types of hardware devices, it cannot be submitted as a stand-alone driver for WHQL certification. However, once you have used WinDriver to develop a Windows 2000/XP/Server 2003/Vista driver for your selected hardware, you can submit both the hardware and driver for Microsoft WHQL certification, as explained below.

The driver certification and signature procedures – either via Authenticode or WHQL – require the creation of a catalog file for the driver. This file is a sort of hash, which describes other files. The signed **windrvr6.sys** driver is provided with a matching catalog file – **WinDriver\redist\wd910.cat**. This file is assigned to the `CatalogFile` entry in the **windrvr6.inf** file (provided as well in the **redist** directory). This entry is used to inform Windows of the driver's signature and the relevant catalog file during the driver's installation.

When the name, contents, or even the date of the files described in a driver's catalog file is modified, the catalog file, and consequently the driver signature associated with it, become invalid. Therefore, if you select to rename the **windrvr6.sys** driver [15.2] and/or the related **windrvr6.inf** file, the **wd910.cat** catalog file and the related driver signature will become invalid.

In addition, when using WinDriver to develop a driver for your Plug-and-Play device, you normally also create a device-specific INF file that registers your device to work with the **windrvr6.sys** driver module (or a renamed version of this driver). Since this INF file is created at your site, for your specific hardware, it is not referenced from the **wd910.cat** catalog file and cannot be signed by Jungo apriori.

When renaming **windrvr6.sys** and/or creating a device-specific INF file for your device, you have two alternative options regarding your driver's digital signing:

- Do not digitally sign your driver. If you select this option, remove or comment-out the reference to the **wd910.cat** file from the **windrvr6.inf** file (or your renamed version of this file).
- Submit your driver for WHQL certification or have it Authenticode signed. Note that while renaming **WinDriver\redist\windrvr6.sys** nullifies the driver's digital signature, the driver is still WHQL-compliant and can therefore be submitted for WHQL testing.

  To digitally sign/certify your driver, follow these steps:

  – Create a new catalog file for your driver, as explained in Microsoft's WHQL documentation. The new file should reference both **windrvr6.sys**

(or your renamed driver) and any INF files used in your driver's installation.

– Assign the name of your new catalog file to the `CatalogFile` entry in your driver's INF file(s). (You can either change the `CatalogFile` entry in the **windrvr6.inf** file to refer to your new catalog file, and add a similar entry in your device-specific INF file; or incorporate both **windrvr6.inf** and your device INF file into a single INF file that contains such a `CatalogFile` entry).

– If you wish to submit your driver for WHQL certification, refer to the additional guidelines in section 15.3.2.1.

– Submit your driver for WHQL certification or for an Authenticode signature.

Note that many WinDriver customers have already successfully digitally signed and certified their WinDriver-based drivers.

15.3.2.1 WHQL DTM Test Notes

As indicated in the WHQL documentation, before submitting the driver for testing you need to download Microsoft's Driver Test Manager (**DTM**) (`http://www.microsoft.com/whdc/DevTools/WDK/DTM.mspx`) and run the relevant tests for your hardware/software. After you have verified that you can successfully pass the DTM tests, create the required logs package and proceed according to Microsoft's documentation.

When running the DTM tests, note the following:

- The DTM test class for WinDriver-based drivers should be **Unclassified – Universal Device**.
- The Driver Verifier test is applied to all unsigned drivers found on the test machine. It is therefore important to try and minimize the number of unsigned drivers installed on the test PC (apart from the test driver - **windrvr6.sys**).
- The USB Selective Suspend test requires that the depth of the under-test USB device in the USB devices tree is at least one external hub and no more than two external hubs deep.
- The ACPI Stress test requires that the ACPI settings in the BIOS support the S3 power state.
- Verify that the `/PAE` switch is added to the boot flags in the PC's **boot.ini** file.

- The tests submission requires you to provide a ***.pdb** debug symbol file and an ouput of the **PREfast** utility (**defects.xml**). You can find copies of these files for the **windrvr6.sys** driver in the **WinDriver\redist** directory.
  When selecting to rename and rebuild the **windrvr6.sys** driver module, as explained in section 15.2, a new debug symbols file is created for the driver. (The original **defects.xml** file is also applicable to the rebuilt driver).
- Before submitting the file for certification you need to create a new catalog file, which lists your driver and specific INF file(s), and refer to this catalog file from your INF file(s), as explained above [15.3.2].

15.4 Windows XP Embedded WinDriver Component

When creating a Windows XP Embedded image using the Target Designer tool from Microsoft's Windows Embedded Studio, you can select the components that you wish to add to your image. The added components will be installed automatically during the first boot on the Windows XP Embedded target on which the image is loaded.

To automatically install the required WinDriver files – such as the **windrvr6.inf** file and the WinDriver kernel driver that it installs (**windrvr6.sys**), your device INF file (for a Plug-and-Play device – PCI/PCMCIA), and the WinDriver API DLL (**wdapi910.dll**) – on Windows XP Embedded platforms, you can create a relevant WinDriver component and add it to your Windows XP Embedded image. WinDriver simplifies this task for you by providing you with a ready-made component: **WinDriver\redist\xp_embedded\wd_component\windriver.sld**. To use the provided component, follow the steps below.

NOTE
The provided **windriver.sld** component relies on the existence of a **wd_files** directory in the same directory that holds the component. Therefore, do not rename the provided **WinDriver\redist\xp_embedded\wd_component\wd_files** directory or modify its contents, unless instructed to so in the following guidelines.

1. **For a Plug-and-Play device (PCI/PCMCIA) – modify the dev.inf file:**
   The **windriver.sld** component depends on the existence of a **dev.inf** file in the **wd_files** directory. The WinDriver installation on your development Windows platform contains a generic **WinDriver\redist\xp_embedded\wd_component\wd_files\dev.inf** file. Use either of the following methods to modify this file to suit your device:
   - Modify the generic **dev.inf** file to describe your device. At the very least, you must modify the template `[DeviceList]` entry and insert your

device's hardware type and vendor and product IDs. For example, for a PCI device with vendor ID 0x1111 and product ID 0x2222:

```
"my_dev_pci"=Install, PCI\VEN_1111&DEV_2222
```

OR:

- Create an INF file for your device using DriverWizard [4.2 (3)] and name it **dev.inf**, or use an INF file from one of WinDriver's enhanced-support chipsets [7] that suits your card and rename it to **dev.inf**. Then copy your **dev.inf** device INF file to the **WinDriver****redist****xp_embedded****wd_component****wd_files**\ directory.

For a non-Plug-and-Play (ISA) device – remove the dev.inf installation from the WinDriver component:
Remove or comment-out the following line in the installation file **WinDriver****redist****xp_embedded****wd_component****wd_files****wd_install.bat** (to comment-out the line, add two colons – :: – at the beginning of the line):

```
wdreg -inf dev.inf install
```

2. **Add the WinDriver component to the Windows Embedded Component Database:**
   (a) Open the Windows Embedded Component Database Manager (DBMgr).
   (b) Click **Import**.
   (c) Select the WinDriver component – **WinDriver****redist****xp_embedded****wd_component****windriver.sld** – as the SLD file and click **Import**.
3. **Add the WinDriver component to your Windows XP Embedded image:**
   (a) Open your project in the Target Designer.
   (b) Double-click the WinDriver component to add it to your project.
   Note: If you already have an earlier version of the WinDriver component in your project's components list, right-click this component and select **Upgrade**.
   (c) Run a dependency check and build your image.

After following these steps, WinDriver will automatically be installed during the first boot on the target Windows XP Embedded platform on which your image is loaded.

NOTE
If you have selected to rename the WinDriver kernel module [15.2], you will not be able to use the provided **windriver.sld** component. You can build your own component for the renamed driver, or use the **wdreg** utility to install the driver on the target Windows XP Embedded platform, as explained in the manual.

Appendix A

64-bit Operating Systems Support

A.1 Supported 64-bit Architectures

WinDriver supports the following 64-bit platforms:

- Solaris SPARC 64-bit.
  For a full list of Solaris platforms supported by WinDriver, refer to section 3.1.4.
- Linux AMD64 or Intel EM64T (**x86_64**).
  For a full list of the Linux platforms supported by WinDriver, refer to section 3.1.3.
- Windows AMD64 or Intel EM64T (**x64**).
  For a full list of the Windows platforms supported by WinDriver, refer to sections 3.1.1.1 and 3.1.1.2.

For information regarding performing 64-bit data transfers with WinDriver, including on 32-bit platforms, refer to section 10.2.3.

A.2 Support for 32-bit Applications on 64-bit Architectures

WinDriver for Solaris SPARC 64-bit, Linux AMD64 and Windows AMD64 support both 32-bit and 64-bit applications. In order to build a 32-bit application for one of these platforms, use any appropriate 32-bit compiler with the `-DKERNEL_64BIT` compilation flag. Note, however, that 64-bit applications are more efficient.

A.3 64-bit and 32-bit Data Types

In general, DWORD is unsigned long. While any 32-bit compiler treats this type as 32 bits wide, 64-bit compilers treat this type differently. With Windows 64-bit compilers the size of this type is still 32 bits. However, with UNIX 64-bit compilers (e.g. GCC, SUN Forte) the size of this type is 64 bits. In order to avoid compiler dependency issues, use the UINT32 and UINT64 cross-platform types when you want to refer to a 32-bit or 64-bit address, respectively.

Appendix B

API Reference

NOTE
This function reference is C oriented. The WinDriver .NET, Visual Basic and Delphi APIs have been implemented as closely as possible to the C APIs, therefore .NET, VB and Delphi programmers can also use this reference to better understand the WinDriver APIs for their selected development language. For the exact API implementation and usage examples for your selected language, refer to the WinDriver .NET/VB/Delphi source code.

B.1 WD_DriverName()

PURPOSE

• Sets the name of the WinDriver kernel module, which will be used by the calling application.

NOTE:

- The default driver name, which is used if the function is not called, is **windrvr6**.
- This function must be called once, and only once, from the beginning of your application, before calling any other WinDriver function (including `WD_Open()` / `WDC_DriverOpen()` / `WDC_xxxDeviceOpen()`), as demonstrated in the sample and generated DriverWizard WinDriver applications, which include a call to this function with the default driver name (**windrvr6**).
- On Windows, Linux and Solaris, If you select to modify the name of the WinDriver kernel module (**windrvr6.sys/.o/.ko**), as explained in section 15.2, you must ensure that your application calls `WD_DriverName()` with your new driver name.
- In order to use the `WD_DriverName()` function, your user-mode driver project must be built with `WD_DRIVER_NAME_CHANGE` preprocessor flag (e.g. `-DWD_DRIVER_NAME_CHANGE` – for Visual Studio and gcc).
  The sample and generated DriverWizard Windows, Linux and Solaris WinDriver projects/makefiles already set this preprocessor flag.

PROTOTYPE

```
const char* DLLCALLCONV WD_DriverName(const char* sName);
```

PARAMETERS

Name	Type	Input/Output
➢ sName	const char*	Input

DESCRIPTION

Name	Description
sName	The name of the WinDriver kernel module to be used by the application. NOTE: The driver name should be indicated without the driver file's extension. For example, use **windrvr6**, not **windrvr6.sys** or **windrvr6.o**.

RETURN VALUE

Returns the selected driver name on success; returns NULL on failure (e.g. if the function is called twice from the same application).

REMARKS

- The ability to rename the WinDriver kernel module is supported on Windows, Linux and Solaris, as explained in section 15.2.
  On Windows CE, always call the `WD_DriverName()` function with the default WinDriver kernel module name (**windrvr6**), or refrain from calling the function altogether.

B.2 WDC Library Overview

The *"WinDriver Card"* – **WDC** – API provides convenient user-mode wrappers to the basic WinDriver PCI/ISA/PCMCIA/CardBus `WD_xxx` API, which is described in the **WinDriver PCI Low-Level API Reference**.

The WDC wrappers are designed to simplify the usage of WinDriver for communicating with PCI/ISA/PCMCIA/CardBus devices. While you can still use the basic `WD_xxx` PCI/PCMCIA/ISA WinDriver API from your code, we recommend that you refrain from doing so and use the high-level WDC API instead.

NOTE: Most of the WDC API can be used both from the user mode and from the kernel mode (from a Kernel PlugIn driver [11]).

The generated DriverWizard PCI/PCMCIA/ISA diagnostics driver code, as well as the PLX sample code, and the **pci_diag**, Kernel PlugIn **pci_diag**, **pcmcia_diag** and **pci_dump** samples, for example, utilize the WDC API.

The WDC API is part of **wdapi910** DLL/shared object:
WinDriver\redist\WINCE\<TARGET_CPU>\wdapi910.dll (Windows CE) / **WinDriver/lib/libwdapi910.so** (Linux and Solaris).
The source code for the WDC API is found in the **WinDriver/src/wdapi** directory.

The WDC interface is provided in the **wdc_lib.h** and **wdc_defs.h** header files (both found under the **WinDriver/includes** directory).

wdc_lib.h declares the "high-level" WDC API (type definitions, function declarations, etc.).

wdc_defs.h declares the "low-level" WDC API. This file includes definitions and type information that is encapsulated by the high-level **wdc_lib.h** file.

The WinDriver PCI/PCMCIA/ISA samples and generated DriverWizard code that utilize the WDC API, for example, consist of a "library" for the specific device, and a diagnostics application that uses it. The high-level diagnostics code only utilizes the **wdc_lib.h** API, while the library code also uses the low-level API from the **wdc_defs.h** file, thus maintaining the desired level of encapsulation.

The following sections describe the WDC high-level [B.3] and low-level [B.4] API.

NOTES

- CardBus devices are handled via WinDriver's PCI API, therefore any references to **PCI** in this chapter also include **CardBus**.
- The PCMCIA API – both in the WDC library and in the low-level `WD_xxx` WinDriver API – is supported only on Windows 2000/XP/Server 2003/Vista.

B.3 WDC High Level API

This section describes the WDC API defined in the **WinDriver/include/wdc_lib.h** header file.

B.3.1 Structures, Types and General Definitions

B.3.1.1 WDC_DEVICE_HANDLE

Handle to a WDC device information structure [B.4.3] type:

```
typedef void * WDC_DEVICE_HANDLE;
```

B.3.1.2 WDC_DRV_OPEN_OPTIONS Definitions

```
typedef DWORD WDC_DRV_OPEN_OPTIONS;
```

Preprocessor definitions of flags that describe tasks to be performed when opening a handle to the WDC library (see `WDC_DriverOpen()` [B.3.2]):

Name	Description
WDC_DRV_OPEN_CHECK_VER	Compare the version of the WinDriver source files used by the code with the version of the loaded WinDriver kernel
WDC_DRV_OPEN_REG_LIC	Register a WinDriver license registration string

The following preprocessor definitions provide convenient WDC driver open options, which can be passed to `WDC_DriverOpen()` [B.3.2]:

Name	Description
WDC_DRV_OPEN_BASIC	Instructs `WDC_Driveropen()` [B.3.2] to perform only the basic WDC open tasks, mainly open a handle to WinDriver's kernel module. NOTE: The value of this option is zero (<=> no driver open flags), therefore this option cannot be combined with any of the other WDC driver open options.

Name	Description
WDC_DRV_OPEN_KP	Convenience option when calling `WDC_DriverOpen()` [B.3.2] from the Kernel PlugIn. This option is equivalent to setting the `WDC_DRV_OPEN_BASIC` flag, which is the recommended option to set when opening a handle to the WDC library from the Kernel PlugIn.
WDC_DRV_OPEN_ALL	A convenience mask of all the basic WDC driver open flags – `WDC_DRV_OPEN_CHECK_VER` and `WDC_DRV_OPEN_REG_REG_LIC`. (The basic functionality of opening a handle to WinDriver's kernel module is always performed by `WDC_DriverOpen()` [B.3.2], so there is no need to also set the `WDC_DRV_OPEN_BASIC` flag).
WDC_DRV_OPEN_DEFAULT	Use the default WDC open options: • For **user-mode** applications: equivalent to setting `WDC_DRV_OPEN_ALL` ; • For a **Kernel PlugIn**: equivalent to setting `WDC_DRV_OPEN_KP`

B.3.1.3 WDC_DIRECTION Enumeration

Enumeration of a device's address/register access directions:

Enum Value	Description
WDC_READ	Read from the address
WDC_WRITE	Write to the address
WDC_READ_WRITE	Read from the address or write to it. This value is used, for example, in the WinDriver samples and generated DriverWizard diagnostics code in order to describe a register's access mode, indicating that the register can either be read from or written to.

B.3.1.4 WDC_ADDR_MODE Enumeration

Enumeration of memory or I/O addresses/registers read/write modes.
The enumeration values are used to determine whether a memory or I/O address/register is read/written in multiples of 8, 16, 32 or 64 bits (i.e. 1, 2, 4 or 8 bytes).

Enum Value	Description
WDC_MODE_8	8 bits (1 byte) mode
WDC_MODE_16	16 bits (2 bytes) mode
WDC_MODE_32	32 bits (4 bytes) mode
WDC_MODE_64	64 bits (8 bytes) mode

B.3.1.5 WDC_ADDR_RW_OPTIONS Enumeration

Enumeration of flags that are used to determine how a memory or I/O address will be read/written:

Enum Value	Description
WDC_RW_OPT_DEFAULT	Use the default read/write options: memory addresses are accessed directly from the calling process; block transfers are performed from subsequent addresses (automatic increment). NOTE: The value of this flag is zero (<=> no read/write flags), therefore it **can not** be combined in a bit-mask with any of the other read/write options flags. This option is used by the `WDC_ReadAddr8/16/32/64()` [B.3.20] and `WDC_WriteAddr8/16/32/64()` [B.3.21] functions.
WDC_ADDR_RW_NO_AUTOINC	Do no automatically increment the read/write address in block transfers, i.e. hold the device address constant while reading/writing a block of memory or I/O addresses (relevant only for block (string) transfers).

B.3.1.6 WDC_ADDR_SIZE Definitions

```
typedef DWORD WDC_ADDR_SIZE;
```

Preprocessor definitions that depict memory or I/O address/register sizes:

Name	Description
WDC_SIZE_8	8 bits (1 byte)
WDC_SIZE_16	16 bits (2 bytes)
WDC_SIZE_32	32 bits (4 bytes)
WDC_SIZE_64	64 bits (8 bytes)

B.3.1.7 WDC_SLEEP_OPTIONS Definitions

```
typedef DWORD WDC_SLEEP_OPTIONS;
```

Preprocessor definitions depict the sleep options that can be passed to `WDC_Sleep()` [B.3.55]:

Name	Description
WDC_SLEEP_BUSY	Perform busy sleep (consumes the CPU)
WDC_SLEEP_NON_BUSY	Perform non-busy sleep (does not consume the CPU)

B.3.1.8 WDC_DBG_OPTIONS Definitions

```
typedef DWORD WDC_DBG_OPTIONS;
```

Preprocessor definitions that depict the possible debug options for the WDC library, which are passed to `WDC_SetDebugOptions()` [B.3.49].

The following flags determine the output file for the WDC library's debug messages:

Name	Description
WDC_DBG_OUT_DBM	Send debug messages from the WDC library to the Debug Monitor [6.2]

Name	Description
WDC_DBG_OUT_FILE	Send debug messages from the WDC library to a debug file. By default, the debug file will be **stderr**, unless a different file is set in the **`sDbgFile`** parameter of the `WDC_SetDebugOptions()` function [B.3.49]. This option is only supported from the user mode (as opposed to the Kernel PlugIn).

The following flags determine the debug level – i.e. what type of WDC debug messages to display, if at all:

Name	Description
WDC_DBG_LEVEL_ERR	Display only WDC error debug messages
WDC_DBG_LEVEL_TRACE	Display both error and trace WDC debug messages
WDC_DBG_NONE	Do not display WDC debug messages

The following preprocessor definitions provide convenient debug flags combinations, which can be passed to `WDC_SetDebugOptions()` [B.3.49]:

• User-mode and Kernel PlugIn convenience debug options:

Name	Description
WDC_DBG_DEFAULT	`WDC_DBG_OUT_DBM | WDC_DBG_LEVEL_TRACE` : Use the default debug options – send WDC error and trace messages to the Debug Monitor [6.2]
WDC_DBG_DBM_ERR	`WDC_DBG_OUT_DBM | WDC_DBG_LEVEL_ERR` : Send WDC error debug messages to the Debug Monitor [6.2]
WDC_DBG_DBM_TRACE	`WDC_DBG_OUT_DBM | WDC_DBG_LEVEL_TRACE` : Send WDC error and trace debug messages to the Debug Monitor [6.2]

Name	Description

WDC_DBG_FULL	Full WDC debugging:
	• From the **user mode**:
	`WDC_DBG_OUT_DBM | WDC_DBG_OUT_FILE | WDC_DBG_LEVEL_TRACE :`
	Send WDC error and trace debug messages both to the Debug Monitor [6.2] and to a debug output file (default file: **stderr**)
	• From the **Kernel PlugIn**:
	`WDC_DBG_OUT_DBM | WDC_DBG_LEVEL_TRACE :`
	Send WDC error and trace messages to the Debug Monitor [6.2]

• User-mode only convenience debug options:

Name	Description
WDC_DBG_FILE_ERR	`WDC_DBG_OUT_FILE | WDC_DBG_LEVEL_ERR :` Send WDC error debug messages to a debug file (default file: **stderr**)
WDC_DBG_FILE_TRACE	`WDC_DBG_OUT_FILE | WDC_DBG_LEVEL_TRACE :` Send WDC error and trace debug messages to a debug file (default file: **stderr**)
WDC_DBG_DBM_FILE_ERR	`WDC_DBG_OUT_DBM | WDC_DBG_OUT_FILE | WDC_DBG_LEVEL_ERR :` Send WDC error debug messages both to the Debug Monitor [6.2] and to a debug file (default file: **stderr**)
WDC_DBG_DBM_FILE_TRACE	`WDC_DBG_OUT_DBM | WDC_DBG_OUT_FILE | WDC_DBG_LEVEL_TRACE :` Send WDC error and trace debug messages both to the Debug Monitor [6.2] and to a debug file (default file: **stderr**)

B.3.1.9 WDC_SLOT_U Union

WDC PCI/PCMCIA device location information union type:

Name	Type	Description
➢ pciSlot	WD_PCI_SLOT	PCI device location information structure [B.5.8]
➢ pcmciaSlot	WD_PCMCIA_SLOT	PCMCIA device location information structure [B.5.9]

B.3.1.10 WDC_PCI_SCAN_RESULT Structure

Structure type for holding the results of a PCI bus scan (see `WDC_PciScanDevices()` [B.3.4]):

Name	Type	Description
➢ dwNumDevices	DWORD	Number of devices found on the PCI bus that match the search criteria (vendor & device IDs)
➢ deviceId	WD_PCI_ID[WD_PCI_CARDS]	Array of matching vendor and device IDs found on the PCI bus [B.5.6]
➢ deviceSlot	WD_PCI_SLOT[WD_PCI_CARDS]	Array of PCI device location information structures [B.5.8] for the detected devices matching the search criteria

B.3.1.11 WDC_PCMCIA_SCAN_RESULT Structure

Structure type for holding the results of a PCMCIA bus scan (see `WDC_PcmciaScanDevices()` [B.3.6]):

Name	Type	Description
➢ dwNumDevices	DWORD	Number of devices found on the PCMCIA bus that match the search criteria (manufacturer & device IDs)
➢ deviceId	WD_PCMCIA_ID[WD_PCMCIA_CARDS]	Array of matching vendor and device IDs found on the PCMCIA bus [B.5.7]
➢ deviceSlot	WD_PCMCIA_SLOT[WD_PCMCIA_CARDS]	Array of PCMCIA device location information structures [B.5.9] for the detected devices matching the search criteria

B.3.2 WDC_DriverOpen()

PURPOSE

• Opens and stores a handle to WinDriver's kernel module and initializes the WDC library according to the open options passed to it.
This function should be called once before calling any other WDC API.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_DriverOpen(
    WDC_DRV_OPEN_OPTIONS openOptions,
    const CHAR *sLicense);
```

PARAMETERS

Name	Type	Input/Output
➢ openOptions	WDC_DRV_OPEN_OPTIONS	Input
➢ sLicense	const CHAR*	Input

DESCRIPTION

Name	Description
openOptions	A mask of any of the supported open flags [B.3.1.2], which determines the initialization actions that will be performed by the function.
sLicense	WinDriver license registration string. This argument is ignored if the `WDC_DRV_OPEN_REG_LIC` flag is not [B.3.1.2] set in the **`openOptions`** argument. If this parameter is a `NULL` pointer or an empty string, the function will attempt to register the demo WinDriver evaluation license. Therefore, when evaluating WinDriver pass `NULL` as this parameter. After registering your WinDriver toolkit, modify the code to pass your WinDriver license registration string.

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.3 WDC_DriverClose()

• Closes the WDC WinDriver handle (acquired and stored by a previous call to `WDC_DriverOpen()` [B.3.2]) and un-initializes the WDC library.

Every `WDC_DriverOpen()` call should have a matching `WDC_DriverClose()` call, which should be issued when you no longer need to use the WDC library.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_DriverClose(void);
```

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.4 WDC_PciScanDevices()

PURPOSE

• Scans the PCI bus for all devices with the specified vendor and device ID combination and returns information regarding the matching devices that were found and their location.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PciScanDevices(
    DWORD dwVendorId,
    DWORD dwDeviceId,
    WDC_PCI_SCAN_RESULT *pPciScanResult);
```

PARAMETERS

Name	Type	Input/Output
➢ dwVendorId	DWORD	Input
➢ dwDeviceId	DWORD	Input
➢ pPciScanResult	WDC_PCI_SCAN_RESULT*	Output

DESCRIPTION

Name	Description
dwVendorId	Vendor ID to search for (hexadecimal). Zero (0) – all vendor IDs.
dwDeviceId	Device ID to search for (hexadecimal). Zero (0) – all device IDs.
pPciScanResult	A pointer to a structure that will be updated by the function with the results of the PCI bus scan [B.3.1.10]

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- If you set both the vendor and device IDs to zero will return, the function will return information regarding all connected PCI devices.

B.3.5 WDC_PciScanDevicesByTopology()

PURPOSE

• Scans the PCI bus for all devices with the specified vendor and device ID combination and returns information regarding the matching devices that were found and their location. The function performs a scan by topology.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PciScanDevicesByTopology(
    DWORD dwVendorId,
    DWORD dwDeviceId,
    WDC_PCI_SCAN_RESULT *pPciScanResult);
```

PARAMETERS

Name	Type	Input/Output
➢ dwVendorId	DWORD	Input
➢ dwDeviceId	DWORD	Input
➢ pPciScanResult	WDC_PCI_SCAN_RESULT*	Output

DESCRIPTION

Name	Description
dwVendorId	Vendor ID to search for (hexadecimal). Zero (0) – all vendor IDs.
dwDeviceId	Device ID to search for (hexadecimal). Zero (0) – all device IDs.
pPciScanResult	A pointer to a structure that will be updated by the function with the results of the PCI bus scan [B.3.1.10]

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- If you set both the vendor and device IDs to zero will return, the function will return information regarding all connected PCI devices.

B.3.6 WDC_PcmciaScanDevices()

PURPOSE

• Scans the PCMCIA bus for all devices with the specified manufacturer and device ID combination and returns information regarding the matching devices that were found and their location.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PcmciaScanDevices(
    WORD wManufacturerId,
    WORD wDeviceId,
    WDC_PCMCIA_SCAN_RESULT *pPcmciaScanResult);
```

PARAMETERS

Name	Type	Input/Output
➢ wManufacturerId	WORD	Input
➢ wDeviceId	WORD	Input
➢ pPcmciaScanResult	WDC_PCMCIA_SCAN_RESULT*	Output

DESCRIPTION

Name	Description
wManufacturerId	Manufacturer ID to search for (hexadecimal). Zero (0) – all manufacturer IDs.
wDeviceId	Device ID to search for (hexadecimal). Zero (0) – all device IDs.
pPcmciaScanResult	A pointer to a structure that will be updated by the function with the results of the PCMCIA bus scan [B.3.1.11]

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- If you set both the vendor and device IDs to zero will return, the function will return information regarding all connected PCI devices.

B.3.7 WDC_PciGetDeviceInfo()

PURPOSE

• Retrieves a PCI device's resources information (memory and I/O ranges and interrupt information).

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PciGetDeviceInfo(
    WD_PCI_CARD_INFO *pDeviceInfo);
```

PARAMETERS

Name	Type	Input/Output
➢ pDeviceInfo	WD_PCI_CARD_INFO*	Input/Output
❑ pciSlot	WD_PCI_SLOT	Input
❑ Card	WD_CARD	Output

DESCRIPTION

Name	Description
pDeviceInfo	Pointer to a PCI device information structure [B.5.12]

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- The resources information is obtained from the operating system's Plug-and-Play manager, unless the information is not available, in which case it is read directly from the PCI configuration registers.
  Note: On Windows, you must install an **INF file** file, which registers your device with WinDriver, before calling this function (see section 15.1 regarding creation of INF files with WinDriver).
- If the Interrupt Request (IRQ) number is obtained from the Plug-and-Play manager, it is mapped, and therefore may differ from the physical IRQ number.

B.3.8 WDC_PcmciaGetDeviceInfo()

PURPOSE

• Retrieves a PCMCIA device's resources information (memory and I/O ranges and interrupt information).

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PcmciaGetDeviceInfo(
    WD_PCMCIA_CARD_INFO *pDeviceInfo);
```

PARAMETERS

Name	Type	Input/Output
➢ pDeviceInfo	WD_PCMCIA_CARD_INFO*	Input/Output
❑ pcmciaSlot	WD_PCMCIA_SLOT	Input
❑ Card	WD_CARD	Output
❑ cVersion	CHAR [WD_PCMCIA_VERSION_LEN]	Output
❑ cManufacturer	CHAR [WD_PCMCIA_ MANUFACTURER_LEN]	Output
❑ cProductName	CHAR [WD_PCMCIA_ PRODUCTNAME_LEN]	Output
❑ wManufacturerId	WORD	Output
❑ wCardId	WORD	Output
❑ wFuncId	WORD	Output

DESCRIPTION

Name	Description
pDeviceInfo	Pointer to a PCMCIA device information structure [B.5.13]

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- The resources information is obtained from the operating system's Plug-and-Play manager, unless the information is not available, in which case it is read directly from the PCMCIA configuration registers.
  Note: On Windows, you must install an **INF file**, which registers your device with WinDriver, before calling this function (see section 15.1 regarding creation of INF files with WinDriver).
- If the Interrupt Request (IRQ) number is obtained from the Plug-and-Play manager, it is mapped, and therefore may differ from the physical IRQ number.

B.3.9 WDC_PciDeviceOpen()

PURPOSE

• Allocates and initializes a WDC PCI device structure, registers the device with WinDriver, and returns a handle to the device.

Among the operations performed by this function:

• Verifies that a non-shareable memory or I/O resource on the device has not already been registered exclusively.

• Maps the physical memory ranges found on the device both to kernel-mode and user-mode address space, and stores the mapped addresses in the allocated device structure for future use.

• Saves device resources information required for supporting the communication with the device. For example, the function saves the Interrupt Request (IRQ) number and the interrupt type (should be level sensitive for PCI), as well as retrieves and saves an interrupt handle, which are later used when the user calls functions to handle the device's interrupts.

• If the caller selects to use a Kernel PlugIn driver to communicate with the device, the function opens a handle to this driver and stores it for future use.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PciDeviceOpen(
    WDC_DEVICE_HANDLE *phDev,
    const WD_PCI_CARD_INFO *pDeviceInfo,
    const PVOID pDevCtx,
    PVOID reserved,
    const CHAR *pcKPDriverName,
    PVOID pKPOpenData);
```

PARAMETERS

Name	Type	Input/Output
➢ phDev	WDC_DEVICE_HANDLE*	Output
➢ pDeviceInfo	const WD_PCI_CARD_INFO*	Input
❑ pciSlot	WD_PCI_SLOT	Input
❑ Card	WD_CARD	Input
❖ dwItems	DWORD	Input
❖ Item	WD_ITEMS[WD_CARD_ITEMS]	Input
✧ item	DWORD	Input
✧ fNotSharable	DWORD	Input
✧ I	union	Input
♦ Mem	struct	Input
→ dwPhysicalAddr	DWORD	Input
→ dwBytes	DWORD	Input
→ dwTransAddr	DWORD	N/A
→ dwUserDirectAddr	DWORD	N/A
→ dwCpuPhysicalAddr	DWORD	N/A
→ dwBar	DWORD	Input
♦ IO	struct	Input
→ dwAddr	DWORD	Input
→ dwBytes	DWORD	Input
→ dwBar	DWORD	Input
♦ Int	struct	Input
→ dwInterrupt	DWORD	Input
→ dwOptions	DWORD	Input
→ hInterrupt	DWORD	N/A
♦ Bus	struct	Input
→ dwBusType	WD_BUS_TYPE	Input
→ dwBusNum	DWORD	Input
→ dwSlotFunc	DWORD	Input
♦ Val	struct	N/A
➢ pDevCtx	const PVOID	Input
➢ reserved	PVOID	
➢ pcKPDriverName	const CHAR*	Input
➢ pKPOpenData	PVOID	Input

DESCRIPTION

Name	Description
phDev	Pointer to a handle to the WDC device allocated by the function
pDeviceInfo	Pointer to a PCI device information structure [B.5.12], which contains information regarding the device to open
pDevCtx	Pointer to device context information, which will be stored in the device structure
reserved	Reserved for future use
pcKPDriverName	Kernel PlugIn driver name. If your application does not use a Kernel PlugIn driver, pass a `NULL` pointer for this argument.
pKPOpenData	Kernel PlugIn driver open data to be passed to `WD_KernelPlugInOpen()` (see the **WinDriver PCI Low-Level API Reference**). If your application does not use a Kernel PlugIn driver, pass a `NULL` pointer for this argument.

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- This function can be called from the **user mode only**.
- If your card has a large memory range, which cannot be mapped entirely to the kernel virtual address space, you can modify the relevant item for this resource in the card resources information structure that you received from `WDC_PciGetDeviceInfo()` [B.3.7], and set the `WD_ITEM_DO_NOT_MAP_KERNEL` flag in the item's `dwOptions` field (`pDeviceInfo->Card.Item[i].dwOptions`) before passing the information structure (`pDeviceInfo`) to `WDC_PciDeviceOpen()`. This flag instructs the function to map the relevant memory range only to the user-mode virtual address space but not the kernel address space.

  NOTE that if you select to set the `WD_ITEM_DO_NOT_MAP_KERNEL` flag, the device information structure that will be created by the function will not hold a kernel-mapped address for this resource (`pAddrDesc[i].kptAddr` in the `WDC_DEVICE` structure [B.4.3] for the relevant memory range will not be updated) and you will therefore not be able to rely on this mapping in calls to WinDriver's API or when accessing the memory from a Kernel PlugIn driver.

B.3.10 WDC_PcmciaDeviceOpen()

PURPOSE

• Allocates and initializes a WDC PCMCIA device structure, registers the device with WinDriver, and returns a handle to the device.

Among the operations performed by this function:

• Verifies that a non-shareable memory or I/O resource on the device has not already been registered exclusively.

• Maps the device's physical memory ranges device both to kernel-mode and user-mode address space, and stores the mapped addresses in the allocated device structure for future use.

• Saves device resources information required for supporting future communication with the device. For example, the function saves the Interrupt Request (IRQ) number and the interrupt type (edge-triggered / level sensitive), as well as retrieves and saves an interrupt handle, which are later used when the user calls functions to handle the device's interrupts.

• If the caller selects to use a Kernel PlugIn driver to communicate with the device, the function opens a handle to this driver and stores it for future use.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PcmciaDeviceOpen(
    WDC_DEVICE_HANDLE *phDev,
    const WD_PCMCIA_CARD_INFO *pDeviceInfo,
    const PVOID pDevCtx,
    PVOID reserved,
    const CHAR *pcKPDriverName,
    PVOID pKPOpenData);
```

PARAMETERS

Name	Type	Input/Output
➢ phDev	WDC_DEVICE_HANDLE*	Output
➢ pDeviceInfo	const WD_PCMCIA_CARD_INFO*	Input
❑ pcmciaSlot	WD_PCMCIA_SLOT	Input
❑ Card	WD_CARD	Input
✥ dwItems	DWORD	Input

Name	Type	Input/Output
❖ Item	WD_ITEMS[WD_CARD_ITEMS]	Input
✧ item	DWORD	Input
✧ fNotSharable	DWORD	Input
✧ I	union	Input
♦ Mem	struct	Input
→ dwPhysicalAddr	DWORD	Input
→ dwBytes	DWORD	Input
→ dwTransAddr	DWORD	N/A
→ dwUserDirectAddr	DWORD	N/A
→ dwCpuPhysicalAddr	DWORD	N/A
→ dwBar	DWORD	Input
♦ IO	struct	Input
→ dwAddr	DWORD	Input
→ dwBytes	DWORD	Input
→ dwBar	DWORD	Input
♦ Int	struct	N/A
→ dwInterrupt	DWORD	Input
→ dwOptions	DWORD	Input
→ hInterrupt	DWORD	N/A
♦ Bus	struct	Input
→ dwBusType	WD_BUS_TYPE	Input
→ dwBusNum	DWORD	Input
→ dwSlotFunc	DWORD	Input
♦ Val	struct	N/A
❑ cVersion	CHAR [WD_PCMCIA_VERSION_LEN]	Input
❑ cManufacturer	CHAR [WD_PCMCIA_ MANUFACTURER_LEN]	Input
❑ cProductName	CHAR [WD_PCMCIA_ PRODUCTNAME_LEN]	Input
❑ wManufacturerId	WORD	Input
❑ wCardId	WORD	Input
❑ wFuncId	WORD	Input
➢ pDevCtx	const PVOID	Input
➢ reserved	PVOID	
➢ pcKPDriverName	const CHAR*	Input
➢ pKPOpenData	PVOID	Input

DESCRIPTION

Name	Description
phDev	Pointer to a handle to the WDC device allocated by the function
pDeviceInfo	Pointer to a PCMCIA device information structure [B.5.13], which contains information regarding the device to open
pDevCtx	Pointer to device context information, which will be stored in the device structure
reserved	Reserved for future use
pcKPDriverName	Kernel PlugIn driver name. If your application does not use a Kernel PlugIn driver, pass a `NULL` pointer for this argument.
pKPOpenData	Kernel PlugIn driver open data to be passed to `WD_KernelPlugInOpen()` (see the **WinDriver PCI Low-Level API Reference**). If your application does not use a Kernel PlugIn driver, pass a `NULL` pointer for this argument.

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- This function can be called from the **user mode only**.
- If your card has a large memory range, which cannot be mapped entirely to the kernel virtual address space, you can modify the relevant item for this resource in the card resources information structure that you received from `WDC_PcmciaGetDeviceInfo()` [B.3.8], and set the `WD_ITEM_DO_NOT_MAP_KERNEL` flag in the item's `dwOptions` field (`pDeviceInfo->Card.Item[i].dwOptions`) before passing the information structure (`pDeviceInfo`) to `WDC_PcmciaDeviceOpen()`. This flag instructs the function to map the relevant memory range only to the user-mode virtual address space but not the kernel address space.

  NOTE that if you select to set the `WD_ITEM_DO_NOT_MAP_KERNEL` flag, the device information structure that will be created by the function will not hold a kernel-mapped address for this resource (`pAddrDesc[i]kptAddr` in the `WDC_DEVICE` structure [B.4.3] for the relevant memory range will not be updated) and you will therefore not be able to rely on this mapping in calls to WinDriver's API or when accessing the memory from a Kernel PlugIn driver.

B.3.11 WDC_IsaDeviceOpen()

PURPOSE

• Allocates and initializes a WDC ISA device structure, registers the device with WinDriver, and returns a handle to the device.

Among the operations performed by this function:

• Verifies that a non-shareable memory or I/O resource on the device has not already been registered exclusively.

• Maps the device's physical memory ranges device both to kernel-mode and user-mode address space, and stores the mapped addresses in the allocated device structure for future use.

• Saves device resources information required for supporting future communication with the device. For example, the function saves the Interrupt Request (IRQ) number and the interrupt type (edge-triggered / level sensitive), as well as retrieves and saves an interrupt handle, which are later used when the user calls functions to handle the device's interrupts.

• If the caller selects to use a Kernel PlugIn driver to communicate with the device, the function opens a handle to this driver and stores it for future use.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_IsaDeviceOpen(
    WDC_DEVICE_HANDLE *phDev,
    const WD_CARD *pDeviceInfo,
    const PVOID pDevCtx,
    PVOID reserved,
    const CHAR *pcKPDriverName,
    PVOID pKPOpenData);
```

PARAMETERS

Name	Type	Input/Output
➢ phDev	WDC_DEVICE_HANDLE*	Output
➢ pDeviceInfo	const WD_CARD*	Input
❏ dwItems	DWORD	Input
❏ Item	WD_ITEMS[WD_CARD_ITEMS]	Input
❖ item	DWORD	Input
❖ fNotSharable	DWORD	Input
❖ dwOptions	DWORD	Input
❖ I	union	Input
✧ Mem	struct	Input
♦ dwPhysicalAddr	DWORD	Input
♦ dwBytes	DWORD	Input
♦ dwTransAddr	DWORD	N/A
♦ dwUserDirectAddr	DWORD	N/A
♦ dwCpuPhysicalAddr	DWORD	N/A
♦ dwBar	DWORD	Input
✧ IO	struct	Input
♦ dwAddr	DWORD	Input
♦ dwBytes	DWORD	Input
♦ dwBar	DWORD	Input
✧ Int	struct	Input
♦ dwInterrupt	DWORD	Input
♦ dwOptions	DWORD	Input
♦ hInterrupt	DWORD	N/A
✧ Bus	struct	Input
♦ dwBusType	WD_BUS_TYPE	Input
♦ dwBusNum	DWORD	Input
♦ dwSlotFunc	DWORD	Input
✧ Val	struct	N/A
➢ pDevCtx	const PVOID	Input
➢ reserved	PVOID	N/A
➢ pcKPDriverName	const CHAR*	Input
➢ pKPOpenData	PVOID	Input

DESCRIPTION

Name	Description
phDev	Pointer to a handle to the WDC device allocated by the function
pDeviceInfo	Pointer to a card information structure [B.5.11], which contains information regarding the device to open
pDevCtx	Pointer to device context information, which will be stored in the device structure
reserved	Reserved for future use
pcKPDriverName	Kernel PlugIn driver name. If your application does not use a Kernel PlugIn driver, pass a `NULL` pointer for this argument.
pKPOpenData	Kernel PlugIn driver open data to be passed to `WD_KernelPlugInOpen()` (see the **WinDriver PCI Low-Level API Reference**). If your application does not use a Kernel PlugIn driver, pass a `NULL` pointer for this argument.

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- This function can be called from the **user mode only**.
- If your card has a large memory range, which cannot be mapped entirely to the kernel virtual address space, you can set the `WD_ITEM_DO_NOT_MAP_KERNEL` flag for the relevant memory `WD_ITEMS` structure [B.5.10] (`pDeviceInfo->Card.Item[i].dwOptions`) in order to instruct the function to map this memory range only to the user-mode virtual address space but not the kernel address space.

  NOTE that if you select to set the `WD_ITEM_DO_NOT_MAP_KERNEL` flag, the device information structure that will be created by the function will not hold a kernel-mapped address for this resource (`pAddrDesc[i]kptAddr` in the `WDC_DEVICE` structure [B.4.3] for the relevant memory range will not be updated) and you will therefore not be able to rely on this mapping in calls to WinDriver's API or when accessing the memory from a Kernel PlugIn driver.

B.3.12 WDC_PciDeviceClose()

PURPOSE

• Un-initializes a WDC PCI device structure and frees the memory allocated for it.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PciDeviceClose(WDC_DEVICE_HANDLE hDev);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC PCI device structure, returned by `WDC_PciDeviceOpen()` [B.3.9]

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- This function can be called from the **user mode only**.

B.3.13 WDC_PcmciaDeviceClose()

PURPOSE

• Un-initializes a WDC PCMCIA device structure and frees the memory allocated for it.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PcmciaDeviceClose(WDC_DEVICE_HANDLE hDev);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC PCMCIA device structure, returned by `WDC_PcmciaDeviceOpen()` [B.3.10]

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- This function can be called from the **user mode only**.

B.3.14 WDC_IsaDeviceClose()

PURPOSE

• Un-initializes a WDC ISA device structure and frees the memory allocated for it.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_IsaDeviceClose(WDC_DEVICE_HANDLE hDev);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC ISA device structure, returned by `WDC_IsaDeviceOpen()` [B.3.11]

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- This function can be called from the **user mode only**.

B.3.15 WDC_CardCleanupSetup()

PURPOSE

• Sets a list of transfer cleanup commands to be performed for the specified card on any of the following occasions:

- The application exists abnormally.
- The application exits normally but without closing the specified card.
- If the `bForceCleanup` parameter is set to `TRUE`, the cleanup commands will also be performed when the specified card is closed.

PROTOTYPE

```
DWORD WDC_CardCleanupSetup(
    WDC_DEVICE_HANDLE hDev,
    WD_TRANSFER *Cmd,
    DWORD dwCmds,
    BOOL bForceCleanup);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ Cmd	WD_TRANSFER*	Input
➢ dwCmds	DWORD	Input
➢ bForceCleanup	BOOL	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC device, returned by `WDC_xxxDeviceOpen()` (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11])
Cmd	Pointer to an array of cleanup transfer commands to be performed [B.5.15]
dwCmds	Number of cleanup commands in the `Cmd` array
bForceCleanup	If **FALSE**: The cleanup transfer commands (`Cmd`) will be performed in either of the following cases: • When the application exist abnormally. • When the application exits normally without closing the card by calling the relevant `WDC_xxxDeviceClose()` function (PCI [B.3.12] / PCMCIA [B.3.13] / ISA [B.3.14]). If **TRUE**: The cleanup transfer commands will be performed both in the two cases described above, as well as in the following case: • When the relevant `WD_xxxDeviceClose()` function is called for the card.

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.16 WDC_KernelPlugInOpen()

PURPOSE

• Opens a handle to a Kernel PlugIn driver.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_KernelPlugInOpen(
    WDC_DEVICE_HANDLE hDev,
    const CHAR *pcKPDriverName,
    PVOID pKPOpenData);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input/Output
➢ pcKPDriverName	const CHAR*	Input
➢ pKPOpenData	PVOID	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC device, returned by `WDC_xxxDeviceOpen()` (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11])
pcKPDriverName	Kernel PlugIn driver name
pKPOpenData	Kernel PlugIn driver open data to be passed to `WD_KernelPlugInOpen()` (see the **WinDriver PCI Low-Level API Reference**)

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- Normally you do not need to call this function, since you can open a handle to a Kernel PlugIn driver when opening the handle to your device, as explained in the description of the `WDC_xxxDeviceOpen()` functions (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11]).
  This function is used for opening a handle to the Kernel PlugIn from a .NET application. The WinDriver Kernel PlugIn samples pass the address of the device handle to be allocated, i.e. the open function's **`phDev`** parameter, also as the the Kernel PlugIn's open data parameter (**`pKPOpenData`**). This is not supported in .NET, therefore the handle to the Kernel PlugIn is opened in a separate function call.

B.3.17 WDC_CallKerPlug()

PURPOSE

• Sends a message from a user-mode application to a Kernel PlugIn driver.
The function passes a message ID from the application to the Kernel PlugIn's `KP_Call()` [B.6.4] function, which should be implemented to handle the specified message ID, and returns the result from the Kernel PlugIn to the user-mode application.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_CallKerPlug(
    WDC_DEVICE_HANDLE hDev,
    DWORD dwMsg,
    PVOID pData,
    PDWORD pdwResult);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ dwMsg	DWORD	Input
➢ pData	PVOID	Input/Output
➢ pdwResult	pdwResult	Output

DESCRIPTION

Name	Description
hDev	Handle to a WDC device, returned by `WDC_xxxDeviceOpen()` (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11])
dwMsg	A message ID to pass to the Kernel PlugIn driver (specifically to `KP_Call()` [B.6.4])
pData	Pointer to data to pass between the Kernel PlugIn driver and the user-mode application
pdwResult	Result returned by the Kernel PlugIn driver (`KP_Call()`) for the operation performed in the kernel as a result of the message that was sent

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.18 WDC_ReadMemXXX()

PURPOSE

• `WDC_ReadMem8/16/32/64()` reads 1 byte (8 bits) / 2 bytes (16 bits) / 4 bytes (32 bits) / 8 bytes (64 bits), respectively, from a specified memory address. The address is read directly in the calling context (user mode / kernel mode).

PROTOTYPE

```
BYTE WDC_ReadMem8(addr, off);
WORD WDC_ReadMem16(addr, off);
UINT32 WDC_ReadMem32(addr, off);
UINT64 WDC_ReadMem64(addr, off);
```

Note: The `WDC_ReadMemXXX` APIs are implemented as macros. The prototypes above use functions declaration syntax to emphasize the expected return values.

PARAMETERS

Name	Type	Input/Output
➢ addr	DWORD	Input
➢ off	DWORD	Input

DESCRIPTION

Name	Description
addr	The memory address space to read from
off	The offset from the beginning of the specified address space (`addr`) to read from

RETURN VALUE

Returns the data that was read from the specified address.

B.3.19 WDC_WriteMemXXX()

PURPOSE

• `WDC_WriteMem8/16/32/64()` writes 1 byte (8 bits) / 2 bytes (16 bits) / 4 bytes (32 bits) / 8 bytes (64 bits), respectively, to a specified memory address. The address is written to directly in the calling context (user mode / kernel mode).

PROTOTYPE

```
void WDC_WriteMem8(addr, off, val);
void WDC_WriteMem16(addr, off, val);
void WDC_WriteMem32(addr, off, val);
void WDC_WriteMem64(addr, off, val);
```

Note: The `WDC_WriteMemXXX` APIs are implemented as macros. The prototypes above use functions declaration syntax to emphasize the expected return values.

PARAMETERS

Name	Type	Input/Output
➢ addr	DWORD	Input
➢ off	DWORD	Input
➢ val	BYTE / WORD / UINT32 / UINT64	Input

DESCRIPTION

Name	Description
addr	The memory address space to read from
off	The offset from the beginning of the specified address space (`addr`) to read from
val	The data to write to the specified address

RETURN VALUE

None

B.3.20 WDC_ReadAddrXXX()

PURPOSE

• `WDC_ReadAddr8/16/32/64()` reads 1 byte (8 bits) / 2 bytes (16 bits) / 4 bytes (32 bits) / 8 bytes (64 bits), respectively, from a specified memory or I/O address.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_ReadAddr8(WDC_DEVICE_HANDLE hDev,
    DWORD dwAddrSpace, KPTR dwOffset, BYTE *val);

DWORD DLLCALLCONV WDC_ReadAddr16(WDC_DEVICE_HANDLE hDev,
    DWORD dwAddrSpace, KPTR dwOffset, WORD *val);

DWORD DLLCALLCONV WDC_ReadAddr32(WDC_DEVICE_HANDLE hDev,
    DWORD dwAddrSpace, KPTR dwOffset, UINT32 *val);

DWORD DLLCALLCONV WDC_ReadAddr64(WDC_DEVICE_HANDLE hDev,
    DWORD dwAddrSpace, KPTR dwOffset, UINT64 *val);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ dwAddrSpace	DWORD	Input
➢ dwOffset	KPTR	Input
➢ val	BYTE* / WORD* / UINT32* / UINT64*	Output

DESCRIPTION

Name	Description
hDev	Handle to a WDC device, returned by `WDC_xxxDeviceOpen()` (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11])
dwAddrSpace	The memory or I/O address space to read from
dwOffset	The offset from the beginning of the specified address space (`dwAddrSpace`) to read from
val	Pointer to a buffer to be filled with the data that is read from the specified address

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.21 WDC_WriteAddrXXX()

PURPOSE

• `WDC_WriteAddr8/16/32/64()` writes 1 byte (8 bits) / 2 bytes (16 bits) / 4 bytes (32 bits) / 8 bytes (64 bits), respectively, to a specified memory or I/O address.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_WriteAddr8(WDC_DEVICE_HANDLE hDev,
    DWORD dwAddrSpace, KPTR dwOffset, BYTE val)

DWORD DLLCALLCONV WDC_WriteAddr16(WDC_DEVICE_HANDLE hDev,
    DWORD dwAddrSpace, KPTR dwOffset, WORD val);

DWORD DLLCALLCONV WDC_WriteAddr32(WDC_DEVICE_HANDLE hDev,
    DWORD dwAddrSpace, KPTR dwOffset, UINT32 val);

DWORD DLLCALLCONV WDC_WriteAddr64(WDC_DEVICE_HANDLE hDev,
    DWORD dwAddrSpace, KPTR dwOffset, UINT64 val);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ dwAddrSpace	DWORD	Input
➢ dwOffset	KPTR	Input
➢ val	BYTE / WORD / UINT32 / UINT64	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC device, returned by `WDC_xxxDeviceOpen()` (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11])
dwAddrSpace	The memory or I/O address space to write to
dwOffset	The offset from the beginning of the specified address space (`dwAddrSpace`) to write to
val	The data to write to the specified address

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.22 WDC_ReadAddrBlock()

PURPOSE

• Reads a block of data from the device.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_ReadAddrBlock(
    WDC_DEVICE_HANDLE hDev,
    DWORD dwAddrSpace,
    KPTR dwOffset,
    DWORD dwBytes,
    PVOID pData,
    WDC_ADDR_MODE mode,
    WDC_ADDR_RW_OPTIONS options);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ dwAddrSpace	DWORD	Input
➢ dwOffset	KPTR	Input
➢ dwBytes	DWORD	Input
➢ pData	PVOID	Output
➢ mode	WDC_ADDR_MODE	Input
➢ options	WDC_ADDR_RW_OPTIONS	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC device, returned by `WDC_xxxDeviceOpen()` (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11])
dwAddrSpace	The memory or I/O address space to read from
dwOffset	The offset from the beginning of the specified address space (`dwAddrSpace`) to read from
dwBytes	The number of bytes to read
pData	Pointer to a buffer to be filled with the data that is read from the device
mode	The read access mode – see `WDC_ADDR_MODE` [B.3.1.4]
options	A bit mask that determines how the data will be read – see `WDC_ADDR_RW_OPTIONS` [B.3.1.5]. The function automatically sets the `WDC_RW_BLOCK` flag.

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.23 WDC_WriteAddrBlock()

PURPOSE

• Writes a block of data to the device.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_WriteAddrBlock(
    WDC_DEVICE_HANDLE hDev,
    DWORD dwAddrSpace,
    KPTR dwOffset,
    DWORD dwBytes,
    PVOID pData,
    WDC_ADDR_MODE mode,
    WDC_ADDR_RW_OPTIONS options);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ dwAddrSpace	DWORD	Input
➢ dwOffset	KPTR	Input
➢ dwBytes	DWORD	Input
➢ pData	PVOID	Input
➢ mode	WDC_ADDR_MODE	Input
➢ options	WDC_ADDR_RW_OPTIONS	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC device, returned by `WDC_xxxDeviceOpen()` (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11])
dwAddrSpace	The memory or I/O address space to write to
dwOffset	The offset from the beginning of the specified address space (`dwAddrSpace`) to write to
dwBytes	The number of bytes to write
pData	Pointer to a buffer that holds the data to write to the device
mode	The write access mode – see `WDC_ADDR_MODE` [B.3.1.4]
options	A bit mask that determines how the data will be written – see `WDC_ADDR_RW_OPTIONS` [B.3.1.5]. The function automatically sets the `WDC_RW_BLOCK` flag.

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.24 WDC_MultiTransfer()

PURPOSE

• Performs a group of memory and/or I/O read/write transfers.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_MultiTransfer(
    WD_TRANSFER *pTrans,
    DWORD dwNumTrans);
```

PARAMETERS

Name	Type	Input/Output
➢ pTrans	WD_TRANSFER*	
➢ dwNumTrans	DWORD	Input

DESCRIPTION

Name	Description
pTrans	Pointer to an array of transfer commands information structures [B.5.15]
dwNumTrans	Number of transfer commands in the `pTrans` array

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- The transfers are performed using the low-level `WD_MultiTransfer()` WinDriver function, which reads/writes the specified addresses in the kernel (see the **WinDriver PCI Low-Level API Reference** for details).
- Memory addresses are read/written in the kernel (like I/O addresses) and NOT directly in the user mode, therefore the port addresses passed to this function, for both memory and I/O addresses, must be the kernel-mode mappings of the physical addresses, which are stored in the device structure [B.4.3].

B.3.25 WDC_AddrSpaceIsActive()

PURPOSE

• Checks if the specified memory or I/O address space is active – i.e. if its size is not zero.

PROTOTYPE

```
BOOL DLLCALLCONV WDC_AddrSpaceIsActive(
    WDC_DEVICE_HANDLE hDev,
    DWORD dwAddrSpace);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ dwAddrSpace	DWORD	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC device, returned by `WDC_xxxDeviceOpen()` (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11])
dwAddrSpace	The memory or I/O address space to look for

RETURN VALUE

Returns `TRUE` if the specified address space is active; otherwise returns `FALSE`.

B.3.26 WDC_PciReadCfgBySlot()

PURPOSE

• Reads data from a specified offset in a PCI device's configuration space or a PCI Express device's extended configuration space.
The device is identified by its location on the PCI bus.

Access to the PCI Express extended configuaration space is supported on target platforms that support such access (e.g. Windows, Linux, Solaris 10+). On such platforms, all references to "PCI" in the description below also include PCI Express.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PciReadCfgBySlot(
    WD_PCI_SLOT *pPciSlot,
    DWORD dwOffset,
    PVOID pData,
    DWORD dwBytes);
```

PARAMETERS

Name	Type	Input/Output
➢ pPciSlot	WD_PCI_SLOT*	Input
➢ dwOffset	DWORD	Input
➢ pData	PVOID	Output
➢ dwBytes	DWORD	Input

DESCRIPTION

Name	Description
pPciSlot	Pointer to a PCI device location information structure [B.5.8], which can be acquired by calling `WDC_PciScanDevices()` [B.3.4]
dwOffset	The offset from the beginning of the PCI configuration space to read from
pData	Pointer to a buffer to be filled with the data that is read from the PCI configuration space
dwBytes	The number of bytes to read

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.27 WDC_PciWriteCfgBySlot()

PURPOSE

• Write data to a specified offset in a PCI device's configuration space or a PCI Express device's extended configuration space.
The device is identified by its location on the PCI bus.

Access to the PCI Express extended configuaration space is supported on target platforms that support such access (e.g. Windows, Linux, Solaris 10+). On such platforms, all references to "PCI" in the description below also include PCI Express.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PciWriteCfgBySlot(
    WD_PCI_SLOT *pPciSlot,
    DWORD dwOffset,
    PVOID pData,
    DWORD dwBytes);
```

PARAMETERS

Name	Type	Input/Output
➢ pPciSlot	WD_PCI_SLOT*	Input
➢ dwOffset	DWORD	Input
➢ pData	PVOID	Input
➢ dwBytes	DWORD	Input

DESCRIPTION

Name	Description
pPciSlot	Pointer to a PCI device location information structure [B.5.8], which can be acquired by calling `WDC_PciScanDevices()` [B.3.4]
dwOffset	The offset from the beginning of the PCI configuration space to write to
pData	Pointer to a data buffer that holds the data to write
dwBytes	The number of bytes to write

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.28 WDC_PciReadCfg()

PURPOSE

• Reads data from a specified offset in a PCI device's configuration space or a PCI Express device's extended configuration space.

Access to the PCI Express extended configuaration space is supported on target platforms that support such access (e.g. Windows, Linux, Solaris 10+). On such platforms, all references to "PCI" in the description below also include PCI Express.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PciReadCfg(
    WDC_DEVICE_HANDLE hDev,
    DWORD dwOffset,
    PVOID pData,
    DWORD dwBytes);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ dwOffset	DWORD	Input
➢ pData	PVOID	Output
➢ dwBytes	DWORD	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC PCI device structure, returned by `WDC_PciDeviceOpen()` [B.3.9]
dwOffset	The offset from the beginning of the PCI configuration space to read from
pData	Pointer to a buffer to be filled with the data that is read from the PCI configuration space
dwBytes	The number of bytes to read

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.29 WDC_PciWriteCfg()

PURPOSE

• Writes data to a specified offset in a PCI device's configuration space or a PCI Express device's extended configuration space.

Access to the PCI Express extended configuaration space is supported on target platforms that support such access (e.g. Windows, Linux, Solaris 10+). On such platforms, all references to "PCI" in the description below also include PCI Express.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PciWriteCfg(
    WDC_DEVICE_HANDLE hDev,
    DWORD dwOffset,
    PVOID pData,
    DWORD dwBytes);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ dwOffset	DWORD	Input
➢ pData	PVOID	Input
➢ dwBytes	DWORD	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC PCI device structure, returned by `WDC_PciDeviceOpen()` [B.3.9]
dwOffset	The offset from the beginning of the PCI configuration space to write to
pData	Pointer to a data buffer that holds the data to write
dwBytes	The number of bytes to write

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.30 WDC_PciReadCfgBySlotXXX()

PURPOSE

• `WDC_PciReadCfgBySlot8/16/32/64()` reads 1 byte (8 bits) / 2 bytes (16 bits) / 4 bytes (32 bits) / 8 bytes (64 bits), respectively, from a specified offset in a PCI device's configuration space or a PCI Express device's extended configuration space. The device is identified by its location on the PCI bus.

Access to the PCI Express extended configuaration space is supported on target platforms that support such access (e.g. Windows, Linux, Solaris 10+). On such platforms, all references to "PCI" in the description below also include PCI Express.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PciReadCfgRegBySlot8(
    WD_PCI_SLOT *pPciSlot, DWORD dwOffset, BYTE *val);

DWORD DLLCALLCONV WDC_PciReadCfgReg1BySlot6(
    WD_PCI_SLOT *pPciSlot, DWORD dwOffset, WORD *val);

DWORD DLLCALLCONV WDC_PciReadCfgReg32BySlot(
    WD_PCI_SLOT *pPciSlot, DWORD dwOffset, UINT32 *val);

DWORD DLLCALLCONV WDC_PciReadCfgReg64BySlot(
    WD_PCI_SLOT *pPciSlot, DWORD dwOffset, UINT64 *val);
```

PARAMETERS

Name	Type	Input/Output
➢ pPciSlot	WD_PCI_SLOT*	Input
➢ dwOffset	DWORD	Input
➢ val	BYTE* / WORD* / UINT32* / UINT64*	Output

DESCRIPTION

Name	Description
pPciSlot	Pointer to a PCI device location information structure [B.5.8], which can be acquired by calling `WDC_PciScanDevices()` [B.3.4]
dwOffset	The offset from the beginning of the PCI configuration space to read from
val	Pointer to a buffer to be filled with the data that is read from the PCI configuration space

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.31 WDC_PciWriteCfgBySlotXXX()

PURPOSE

• `WDC_PciWriteCfgBySlot8/16/32/64()` writes 1 byte (8 bits) / 2 bytes (16 bits) / 4 bytes (32 bits) / 8 bytes (64 bits), respectively, to a specified offset in a PCI device's configuration space or a PCI Express device's extended configuration space.
The device is identified by its location on the PCI bus.

Access to the PCI Express extended configuaration space is supported on target platforms that support such access (e.g. Windows, Linux, Solaris 10+). On such platforms, all references to "PCI" in the description below also include PCI Express.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PciWriteCfgRegBySlot8(
    WD_PCI_SLOT *pPciSlot, DWORD dwOffset, BYTE val);

DWORD DLLCALLCONV WDC_PciWriteCfgRegBySlot16(
    WD_PCI_SLOT *pPciSlot, DWORD dwOffset, WORD val);

DWORD DLLCALLCONV WDC_PciWriteCfgRegBySlot32(
    WD_PCI_SLOT *pPciSlot, DWORD dwOffset, UINT32 val);

DWORD DLLCALLCONV WDC_PciWriteCfgRegBySlot64(
    WD_PCI_SLOT *pPciSlot, DWORD dwOffset, UINT64 val);
```

PARAMETERS

Name	Type	Input/Output
➢ pPciSlot	WD_PCI_SLOT*	Input
➢ dwOffset	DWORD	Input
➢ val	BYTE / WORD / UINT32 / UINT64	Input

DESCRIPTION

Name	Description
pPciSlot	Pointer to a PCI device location information structure [B.5.8], which can be acquired by calling `WDC_PciScanDevices()` [B.3.4]
dwOffset	The offset from the beginning of the PCI configuration space to read from
val	The data to write to the PCI configuration space

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.32 WDC_PciReadCfgXXX()

PURPOSE

• `WDC_PciReadCfg8/16/32/64()` reads 1 byte (8 bits) / 2 bytes (16 bits) / 4 bytes (32 bits) / 8 bytes (64 bits), respectively, from a specified offset in a PCI device's configuration space or a PCI Express device's extended configuration space .

Access to the PCI Express extended configuaration space is supported on target platforms that support such access (e.g. Windows, Linux, Solaris 10+). On such platforms, all references to "PCI" in the description below also include PCI Express.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PciReadCfgReg8(WDC_DEVICE_HANDLE hDev,
    DWORD dwOffset, BYTE *val);

DWORD DLLCALLCONV WDC_PciReadCfgReg16(WDC_DEVICE_HANDLE hDev,
    DWORD dwOffset, WORD *val);

DWORD DLLCALLCONV WDC_PciReadCfgReg32(WDC_DEVICE_HANDLE hDev,
    DWORD dwOffset, UINT32 *val);

DWORD DLLCALLCONV WDC_PciReadCfgReg64(WDC_DEVICE_HANDLE hDev,
    DWORD dwOffset, UINT64 *val);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ dwOffset	DWORD	Input
➢ val	BYTE* / WORD* / UINT32* / UINT64*	Output

DESCRIPTION

Name	Description
hDev	Handle to a WDC PCI device structure, returned by `WDC_PciDeviceOpen()` [B.3.9]
dwOffset	The offset from the beginning of the PCI configuration space to read from
val	Pointer to a buffer to be filled with the data that is read from the PCI configuration space

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.33 WDC_PciWriteCfgXXX()

PURPOSE

• `WDC_PciWriteCfg8/16/32/64()` writes 1 byte (8 bits) / 2 bytes (16 bits) / 4 bytes (32 bits) / 8 bytes (64 bits), respectively, to a specified offset in a PCI device's configuration space or a PCI Express device's extended configuration space.

Access to the PCI Express extended configuaration space is supported on target platforms that support such access (e.g. Windows, Linux, Solaris 10+). On such platforms, all references to "PCI" in the description below also include PCI Express.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PciWriteCfgReg8(WDC_DEVICE_HANDLE hDev,
    DWORD dwOffset, BYTE val);

DWORD DLLCALLCONV WDC_PciWriteCfgReg16(WDC_DEVICE_HANDLE hDev,
    DWORD dwOffset, WORD val);

DWORD DLLCALLCONV WDC_PciWriteCfgReg32(WDC_DEVICE_HANDLE hDev,
    DWORD dwOffset, UINT32 val);

DWORD DLLCALLCONV WDC_PciWriteCfgReg64(WDC_DEVICE_HANDLE hDev,
    DWORD dwOffset, UINT64 val);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ dwOffset	DWORD	Input
➢ val	BYTE / WORD / UINT32 / UINT64	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC PCI device structure, returned by `WDC_PciDeviceOpen()` [B.3.9]
dwOffset	The offset from the beginning of the PCI configuration space to read from
val	The data to write to the PCI configuration space

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.34 WDC_PcmciaReadAttribSpace()

PURPOSE

• Reads data from a specified offset in a PCMCIA device's attribute space.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PcmciaReadAttribSpace(
    WDC_DEVICE_HANDLE hDev,
    DWORD dwOffset,
    PVOID pData,
    DWORD dwBytes);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ dwOffset	DWORD	Input
➢ pData	PVOID	Output
➢ dwBytes	DWORD	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC PCMCIA device structure, returned by `WDC_PcmciaDeviceOpen()` [B.3.10]
dwOffset	The offset from the beginning of the PCMCIA attribute space to read from
pData	Pointer to a buffer to be filled with the data that is read from the PCMCIA attribute space
dwBytes	The number of bytes to read

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.35 WDC_PcmciaWriteAttribSpace()

PURPOSE

• Writes data to a specified offset in a PCMCIA device's attribute space.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PcmciaWriteAttribSpace(
    WDC_DEVICE_HANDLE hDev,
    DWORD dwOffset,
    PVOID pData,
    DWORD dwBytes);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ dwOffset	DWORD	Input
➢ pData	PVOID	Input
➢ dwBytes	DWORD	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC PCMCIA device structure, returned by `WDC_PcmciaDeviceOpen()` [B.3.10]
dwOffset	The offset from the beginning of the PCMCIA attribute space to write to
pData	Pointer to a data buffer that holds the data to write
dwBytes	The number of bytes to write

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.36 WDC_PcmciaSetWindow()

PURPOSE

• Modifies the settings of the PCMCIA bus controller's memory window.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PcmciaSetWindow(
    WDC_DEVICE_HANDLE hDev,
    WD_PCMCIA_ACC_SPEED speed,
    WD_PCMCIA_ACC_WIDTH width,
    DWORD dwCardBase);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ speed	WD_PCMCIA_ACC_SPEED	Input
➢ width	WD_PCMCIA_ACC_WIDTH	Input
➢ dwCardBase	DWORD	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC PCMCIA device structure, returned by `WDC_PcmciaDeviceOpen()` [B.3.10]
speed	The access speed to the PCMCIA bus – see the `WD_PCMCIA_ACC_SPEED` enumeration [B.5.3]
width	The PCMCIA bus width – see the `WD_PCMCIA_ACC_WIDTH` enumeration [B.5.4]
dwCardBase	The offset in the PCMCIA device's memory from which the memory mapping begins

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.37 WDC_PcmciaSetVpp()

PURPOSE

• Modifies the power level of the PCMCIA bus controller's Voltage Power Pin (Vpp).

PROTOTYPE

```
DWORD DLLCALLCONV WDC_PcmciaSetVpp(
    WDC_DEVICE_HANDLE hDev,
    WD_PCMCIA_VPP vpp);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ vpp	WD_PCMCIA_VPP	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC PCMCIA device structure, returned by `WDC_PcmciaDeviceOpen()` [B.3.10]
vpp	The power level of the PCMCIA controller's Voltage Power Pin (Vpp) – see the `WD_PCMCIA_VPP` enumeration [B.5.5]

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.38 WDC_DMAContigBufLock()

PURPOSE

• Allocates a DMA buffer and returns mappings of the allocated buffer to physical address space and to user-mode and kernel virtual address spaces.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_DMAContigBufLock(
    WDC_DEVICE_HANDLE hDev,
    PVOID *ppBuf,
    DWORD dwOptions,
    DWORD dwDMABufSize,
    WD_DMA **ppDma);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ ppBuf	PVOID*	Output
➢ dwOptions	DWORD	Input
➢ dwDMABufSize	DWORD	Input
➢ ppDma	WD_DMA**	Output

DESCRIPTION

Name	Description
hDev	Handle to a WDC device, returned by `WDC_xxxDeviceOpen()` (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11]). **NOTE:** This field can also be set to `NULL` in order to lock a contiguous physical memory buffer with no relation to a specific device.
ppBuf	Pointer to a pointer to be filled by the function with the user-mode mapped address of the allocated DMA buffer
dwOptions	A bit mask of any of the following flags (defined in an enumeration in **windrvr.h**): • **`DMA_FROM_DEVICE`**: Synchronize the DMA buffer for transfers from the device to memory. • **`DMA_TO_DEVICE`**: Synchronize the DMA buffer for transfers from memory to the device. • **`DMA_TO_FROM_DEVICE`**: Synchronize the DMA buffer for transfers in both directions – i.e. from the device to memory and from memory to the device (<=> `DMA_FROM_DEVICE | DMA_TO_DEVICE`). • **`DMA_ALLOW_CACHE`**: Allow caching of the memory. • **`DMA_CTG_KBUF_BELOW_16M`**: Allocate the physical DMA buffer within the lower 16MB of the main memory. • **`DMA_ALLOW_64BIT_ADDRESS`**: Allow allocation of 64-bit DMA addresses, if supported by the target platform. This flag is supported on Windows, Linux and Solaris.
dwDMABufSize	The size (in bytes) of the DMA buffer
ppDma	Pointer to a pointer to a DMA buffer information structure [B.5.14], which is allocated by the function. The pointer to this structure (`*ppDma`) should be passed to `WDC_DMABufUnlock()` [B.3.40] when the DMA buffer is no longer needed.

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- When calling this function you do **not** need to set the `DMA_KERNEL_BUFFER_ALLOC` flag, since the function sets this flag automatically.
- This function is currently only supported from the user mode.
- On Solaris x86 platforms, for an allocation of a Contiguous DMA Buffer that is larger than the physical page size (4K), call `WDC_DMAContigBufLock()` with the `DMA_KERNEL_ONLY_MAP` flag (set within the `dwOptions` parameter). Then access the buffer by passing its kernel mapping, which is returned by the function in `(*ppDma)->pKernelAddr` [B.5.14], to `WDC_ReadAddrBlock()` [B.3.22] / `WDC_WriteAddrBlock()` [B.3.23] / `WDC_MultiTransfer()` [B.3.24], or to the low-level `WD_Transfer()` / `WD_MultiTransfer()` functions (see the **WinDriver PCI Low-Level API Reference**).

B.3.39 WDC_DMASGBufLock()

PURPOSE

• Locks a pre-allocated user-mode memory buffer for DMA and returns the corresponding physical mappings of the locked DMA pages. On Windows 98/Me/2000/XP/Server 2003/Vista the function also returns a kernel-mode mapping of the buffer.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_DMASGBufLock(
    WDC_DEVICE_HANDLE hDev,
    PVOID pBuf,
    DWORD dwOptions,
    DWORD dwDMABufSize,
    WD_DMA **ppDma);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ pBuf	PVOID	Input
➢ dwOptions	DWORD	Input
➢ dwDMABufSize	DWORD	Input
➢ ppDma	WD_DMA**	Output

DESCRIPTION

Name	Description
hDev	Handle to a WDC device, returned by `WDC_xxxDeviceOpen()` (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11])
pBuf	Pointer to a user-mode buffer to be mapped to the allocated physical DMA buffer(s)

Name	Description
dwOptions	A bit mask of any of the following flags (defined in an enumeration in **windrvr.h**): • **DMA_FROM_DEVICE**: Synchronize the DMA buffer for transfers from the device to memory. • **DMA_TO_DEVICE**: Synchronize the DMA buffer for transfers from memory to the device. • **DMA_TO_FROM_DEVICE**: Synchronize the DMA buffer for transfers in both directions – i.e. from the device to memory and from memory to the device (<=> `DMA_FROM_DEVICE | DMA_TO_DEVICE`). • **DMA_ALLOW_CACHE**: Allow caching of the memory. • **DMA_ALLOW_64BIT_ADDRESS**: Allow allocation of 64-bit DMA addresses, if supported by the target platform. This flag is supported on Windows, Linux and Solaris.
dwDMABufSize	The size (in bytes) of the DMA buffer
ppDma	Pointer to a pointer to a DMA buffer information structure [B.5.14], which is allocated by the function. The pointer to this structure (`*ppDma`) should be passed to `WDC_DMABufUnlock()` [B.3.40] when the DMA buffer is no longer needed.

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- When calling the function to allocate large buffers (> 1MB) you do **not** need to set the `DMA_LARGE_BUFFER` flag, which is used for allocation of large Scatter/Gather DMA buffers using the low-level WinDriver `WD_DMALock()` function (see the **WinDriver PCI Low-Level API Reference**), since `WDC_DMASGBufLock()` handles this for you.
- This function is currently only supported from the user mode.
- On Solaris, the user buffer address and size must be aligned on system memory page boundary. Use the aligned memory allocation function, `valloc()` (similar to `malloc()`, except the allocated memory blocks are aligned). On SPARC platforms, the virtual page size is usually 8 KB, and on x86 platforms, it is 4 KB.

B.3.40 WDC_DMABufUnlock()

PURPOSE

• Unlocks and frees the memory allocated for a DMA buffer by a previous call to `WDC_DMAContigBufLock()` [B.3.38] or `WDC_DMASGBufLock()` [B.3.39].

PROTOTYPE

```
DWORD DLLCALLCONV WDC_DMABufUnlock(WD_DMA *pDma);
```

PARAMETERS

Name	Type	Input/Output
➢ pDma	WD_DMA*	Input

DESCRIPTION

Name	Description
pDma	Pointer to a DMA information structure [B.5.14], received from a previous call to `WDC_DMAContigBufLock()` [B.3.38] (for a Contiguous DMA buffer) or `WDC_DMASGBufLock()` [B.3.39] (for a Scatter/Gather DMA buffer) – `*ppDma` returned by these functions

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- This function is currently only supported from the user mode.

B.3.41 WDC_DMASyncCpu()

PURPOSE

• Synchronizes the cache of all CPUs with the DMA buffer, by flushing the data from the CPU caches.

NOTE: This function should be called before performing a DMA transfer (see Remarks below).

PROTOTYPE

```
DWORD DLLCALLCONV WDC_DMASyncCpu(WD_DMA *pDma);
```

PARAMETERS

Name	Type	Input/Output
➢ pDma	WD_DMA*	Input

DESCRIPTION

Name	Description
pDma	Pointer to a DMA information structure [B.5.14], received from a previous call to `WDC_DMAContigBufLock()` [B.3.38] (for a Contiguous DMA buffer) or `WDC_DMASGBufLock()` [B.3.39] (for a Scatter/Gather DMA buffer) – `*ppDma` returned by these functions

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- An asynchronous DMA read or write operation accesses data in memory, not in the processor (CPU) cache, which resides between the CPU and the host's physical memory. Unless the CPU cache has been flushed, by calling `WDC_DMASyncCpu()`, just before a read transfer, the data transferred into system memory by the DMA operation could be overwritten with stale data if the CPU cache is flushed later. Unless the CPU cache has been flushed by calling `WDC_DMASyncCpu()` just before a write transfer, the data in the CPU cache might be more up-to-date than the copy in memory.
- This function is currently only supported from the user mode.

B.3.42 WDC_DMASyncIo()

PURPOSE

• Synchronizes the I/O caches with the DMA buffer, by flushing the data from the I/O caches and updating the CPU caches.

NOTE: This function should be called after performing a DMA transfer (see Remarks below).

PROTOTYPE

```
DWORD DLLCALLCONV WDC_DMASyncIo(WD_DMA *pDma);
```

PARAMETERS

Name	Type	Input/Output
➢ pDma	WD_DMA*	Input

DESCRIPTION

Name	Description
pDma	Pointer to a DMA information structure, received from a previous call to `WDC_DMAContigBufLock()` [B.3.38] (for a Contiguous DMA buffer) or `WDC_DMASGBufLock()` [B.3.39] (for a Scatter/Gather DMA buffer) – `*ppDma` returned by these functions

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- After a DMA transfer has been completed, the data can still be in the I/O cache, which resides between the host's physical memory and the bus-master DMA device, but not yet in the host's main memory. If the CPU accesses the memory, it might read the wrong data from the CPU cache. To ensure a consistent view of the memory for the CPU, you should call `WDC_DMASyncIo()` after a DMA transfer in order to flush the data from the I/O cache and update the CPU cache with the new data. The function also flushes additional caches and buffers between the device and memory, such as caches associated with bus extenders or bridges.
- This function is currently only supported from the user mode.

B.3.43 WDC_IntEnable()

PURPOSE

• Enables interrupt handling for the device.

• If the caller selects to handle the interrupts in the kernel, using a **Kernel PlugIn driver**, the Kernel PlugIn `KP_IntAtIrql()` function [B.6.8], which runs at high IRQ (Interrupt Request) level, will be invoked immediately when an an interrupt is received.

• The function can receive transfer commands information, which will be performed by WinDriver at the kernel, at high IRQ level, when an interrupt is received (see further information in section 9.2.5). If a **Kernel PlugIn** driver is used to handle the interrupts, any transfer commands set by the caller will be executed by WinDriver after the Kernel PlugIn `KP_IntAtIrql()` function [B.6.8] completes its execution.

When handling level sensitive interrupts (such as legacy PCI interrupts) from the **user mode**, without a Kernel PlugIn driver, you must prepare and pass to the function transfer commands for acknowledging the interrupt. When using a **Kernel PlugIn** driver, the information for acknowledging the interrupts should be implemented in the Kernel PlugIn `KP_IntAtIrql()` function [B.6.8], so the transfer commands are not required.

• The function receives a user-mode interrupt handler routine, which will be called by WinDriver after the kernel-mode interrupt processing is completed.

If the interrupts are handled using a **Kernel PlugIn** driver, the return value of the Kernel PlugIn deferred interrupt handler function (`KP_IntAtDpc()` [B.6.9]) will determine how many times (if at all) the user-mode interrupt handler will be called (provided `KP_IntAtDpc()` itself is executed – which is determined by the return value of the Kernel PlugIn `KP_IntAtIrql()` function [B.6.8]).

PROTOTYPE

```
DWORD DLLCALLCONV WDC_IntEnable(
    WDC_DEVICE_HANDLE hDev,
    WD_TRANSFER *pTransCmds,
    DWORD dwNumCmds,
    DWORD dwOptions,
    INT_HANDLER funcIntHandler,
    PVOID pData,
    BOOL fUseKP);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ pTransCmds	WD_TRANSFER*	Input
➢ dwNumCmds	DWORD	Input
➢ dwOptions	DWORD	Input
➢ funcIntHandler	typedef void (*INT_HANDLER)(PVOID pData);	Input
➢ pData	PVOID	Input
➢ fUseKP	BOOL	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC device, returned by `WDC_xxxDeviceOpen()` (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11])
pTransCmds	An array of transfer commands information structures that define the operations to be performed at the kernel level upon the detection of an interrupt, or `NULL` if no transfer commands are required. NOTE: When handling level sensitive interrupts (such as fixed PCI interrupts) without a Kernel PlugIn [11], you must use this array to define the hardware-specific commands for acknowledging the interrupts in the kernel, immediately when they are received – see further information in section 9.2. For an explanation on how to set the transfer commands, refer to the description of `WD_TRANSFER` in section B.5.15 and to the explanation in section 9.2.5.
dwNumCmds	Number of transfer commands in the `pTransCmds` array
dwOptions	A bit mask of interrupt handling flags. Can be zero for no option, or: • **`INTERRUPT_CMD_COPY`**: If set, WinDriver will copy any data read in the kernel as a result of a read transfer command, and return it to the user within the relevant transfer command structure. The user will be able to access the data from his user-mode interrupt handler routine (**`funcIntHandler`**).

Name	Description
funcIntHandler	A user-mode interrupt handler callback function, which will be executed after an interrupt is received and processed in the kernel. (The prototype of the interrupt handler – `INT_HANDLER` – is defined in **windrvr_int_thread.h**).
pData	Data for the user-mode interrupt handler callback routine (**`funcIntHandler`**)
fUseKP	If **`TRUE`** – The device's Kernel PlugIn driver's `KP_IntAtIrql()` function [B.6.8], which runs at high IRQ (Interrupt Request) level, will be executed immediately when an interrupt is received. (The Kernel PlugIn driver to be used for the device is passed to `WDC_xxxDeviceOpen()` and stored in the WDC device structure). If the caller also passes transfer commands to the function (**`pTransCmds`**), these commands will be executed by WinDriver at the kernel, at high IRQ level, after `KP_IntAtIrql()` completes its execution. If `KP_IntAtIrql()` returns `TRUE`, the Kernel PlugIn deferred interrupt processing routine – `KP_IntAtDpc()` [B.6.9] – will be invoked. The return value of this function determines how many times (if at all) the user-mode interrupt handler (**`funcIntHandler`**) will be executed once the control returns to the user mode. If **`FALSE`** – When an interrupt is received, any transfer commands set by the user in **`pTransCmds`** will be executed by WinDriver at the kernel, at high IRQ level, and the user-mode interrupt handler routine (**`funcIntHandler`**) will be executed when the control returns to the user mode.

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- This function can be called from the **user mode only**.
- The function enables interrupt handling in the software. After it returns successfully you must physically enable generation of interrupts in the hardware (you should be able to do so by writing to the device from the code).

- A successful call to this function must be followed with a call to `WDC_IntDisable()` later on in the code, in order to disable the interrupts. The `WDC_xxxDriverClose()` functions (PCI: [B.3.12], PCMCIA: [B.3.13], ISA: [B.3.14]) call `WDC_IntDisable()` if the device's interrupts are enabled.

B.3.44 WDC_IntDisable()

PURPOSE

• Disables interrupt interrupt handling for the device, pursuant to a previous call to `WDC_IntEnable()` [B.3.43].

PROTOTYPE

```
DWORD DLLCALLCONV WDC_IntDisable(WDC_DEVICE_HANDLE hDev);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC device, returned by `WDC_xxxDeviceOpen()` (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11])

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- This function can be called from the **user mode only**.

B.3.45 WDC_IntIsEnabled()

PURPOSE

• Checks if a device's interrupts are currently enabled.

PROTOTYPE

```
BOOL DLLCALLCONV WDC_IntIsEnabled(WDC_DEVICE_HANDLE hDev);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC device, returned by `WDC_xxxDeviceOpen()` (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11])

RETURN VALUE

Returns `TRUE` if the device's interrupts are enabled; otherwise returns `FALSE`.

B.3.46 WDC_EventRegister()

PURPOSE

• Registers the application to receive Plug-and-Play and power management events notifications for the device.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_EventRegister(
    WDC_DEVICE_HANDLE hDev,
    DWORD dwActions,
    EVENT_HANDLER funcEventHandler,
    PVOID pData,
    BOOL fUseKP);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input
➢ dwActions	DWORD	Input
➢ funcEventHandler	typedef void (*EVENT_HANDLER)(WD_EVENT *pEvent, void *pData);	Input
➢ pData	PVOID	Input
➢ fUseKP	BOOL	Input

DESCRIPTION

Name	Description
hDev	Handle to a Plug-and-Play WDC device, returned by `WDC_PciDeviceOpen()` [B.3.9] or `WDC_PcmciaDeviceOpen()` [B.3.10]
dwActions	A bit mask of flags indicating which events to register to: **Plug-and-Play events:** • **`WD_INSERT`** – Device inserted • **`WD_REMOVE`** – Device removed **Device power state change events:** • **`WD_POWER_CHANGED_D0`** – Full power • **`WD_POWER_CHANGED_D1`** – Low sleep • **`WD_POWER_CHANGED_D2`** – Medium sleep • **`WD_POWER_CHANGED_D3`** – Full sleep • **`WD_POWER_SYSTEM_WORKING`** – Fully on **Systems power state:** • **`WD_POWER_SYSTEM_SLEEPING1`** – Fully on but sleeping • **`WD_POWER_SYSTEM_SLEEPING2`** – CPU off, memory on, PCI/PCMCIA on • **`WD_POWER_SYSTEM_SLEEPING3`** – CPU off, Memory is in refresh, PCI/PCMCIA on aux power • **`WD_POWER_SYSTEM_HIBERNATE`** – OS saves context before shutdown • **`WD_POWER_SYSTEM_SHUTDOWN`** – No context saved
funcEventHandler	A user-mode event handler callback function, which will be called when an event for which the caller registered to receive notifications (see **`dwActions`**) occurs. (The prototype of the event handler – `EVENT_HANDLER` – is defined in **windrvr_events.h**).
pData	Data for the user-mode event handler callback routine (**`funcEventHandler`**)

Name	Description
fUseKP	If **`TRUE`** – When an event for which the caller registered to receive notifications (**`dwActions`**) occurs, the device's Kernel PlugIn driver's `KP_Event()` function [B.6.5] will be called. (The Kernel PlugIn driver to be used for the device is passed to `WDC_xxxDeviceOpen()` and stored in the WDC device structure). If this function returns `TRUE`, the user-mode events handler callback function (**`funcEventHandler`**) will be called when the kernel-mode event processing is completed. If **`FALSE`** – When an event for which the caller registered to receive notifications (**`dwActions`**) occurs, the user-mode events handler callback function will be called.

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- This function can be called from the **user mode only**.
- A successful call to this function must be followed with a call to `WDC_EventUnregister()` [B.3.47] later on in the code, in order to un-register from receiving Plug-and-play and power management notifications from the device.

B.3.47 WDC_EventUnregister()

PURPOSE

• Un-registers an application from a receiving Plug-and-Play and power management notifications for a device, pursuant to a previous call to `WDC_EventRegister()` [B.3.46].

PROTOTYPE

```
DWORD DLLCALLCONV WDC_EventUnregister(WDC_DEVICE_HANDLE hDev);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input

DESCRIPTION

Name	Description
hDev	Handle to a Plug-and-Play WDC device, returned by `WDC_PciDeviceOpen()` [B.3.9] or `WDC_PcmciaDeviceOpen()` [B.3.10]

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- This function can be called from the **user mode only**.

B.3.48 WDC_EventIsRegistered()

PURPOSE

• Checks if the application is currently registered to receive Plug-and-Play and power management notifications for the device.

PROTOTYPE

```
BOOL DLLCALLCONV WDC_EventIsRegistered(WDC_DEVICE_HANDLE hDev);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input

DESCRIPTION

Name	Description
hDev	Handle to a Plug-and-Play WDC device, returned by `WDC_PciDeviceOpen()` [B.3.9] or `WDC_PcmciaDeviceOpen()` [B.3.10]

RETURN VALUE

Returns `TRUE` if the application is currently registered to receive Plug-and-Play and power management notifications for the device; otherwise returns `FALSE`.

B.3.49 WDC_SetDebugOptions()

PURPOSE

• Sets debug options for the WDC library – see the description of `WDC_DBG_OPTIONS` [B.3.1.8] for details regarding the possible debug options to set.

• This function is typically called at the beginning of the application, after the call to `WDC_DriverOpen()` [B.3.2], and can be re-called at any time while the WDC library is in use (i.e. `WDC_DriverClose()` [B.3.3] has not been called) in order to change the debug settings.

• Until the function is called, the WDC library uses the default debug options – see `WDC_DEBG_DEFAULT` [B.3.1.8].

When the function is recalled, it performs any required cleanup for the previous debug settings and sets the default debug options before attempting to set the new options specified by the caller.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_SetDebugOptions(
    WDC_DBG_OPTIONS dbgOptions,
    const CHAR *sDbgFile);
```

PARAMETERS

Name	Type	Input/Output
➢ dbgOptions	WDC_DBG_OPTIONS	Input
➢ sDbgFile	const CHAR*	Input

DESCRIPTION

Name	Description
dbgOptions	A bit mask of flags indicating the desired debug settings – see `WDC_DBG_OPTIONS` [B.3.1.8]. If this parameter is set to zero, the default debug options will be used – see `WDC_DBG_DEFAULT` [B.3.1.8].
sDbgFile	WDC debug output file. This parameter is relevant only if the `WDC_DBG_OUT_FILE` flag is set in the debug options (`dbgOptions`) (either directly or via one of the convenience debug options combinations – see `WDC_DBG_OPTIONS` [B.3.1.8]). If the `WDC_DBG_OUT_FILE` debug flag is set and `sDbgFile` is `NULL`, WDC debug messages will be logged to the default debug file – **stderr**.

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.50 WDC_Err()

PURPOSE

• Displays debug error messages according to the WDC debug options – see `WDC_DBG_OPTIONS` [B.3.1.8] and `WDC_SetDebugOptions()` [B.3.49].

PROTOTYPE

```
void DLLCALLCONV WDC_Err(
    const CHAR *format
    [, argument] ...);
```

PARAMETERS

Name	Type	Input/Output
➢ format	const CHAR*	Input
➢ argument		Input

DESCRIPTION

Name	Description
format	Format-control string, which contains the error message to display. The string is limited to 256 characters (CHAR)
argument	Optional arguments for the format string

RETURN VALUE

None

B.3.51 WDC_Trace()

PURPOSE

• Displays debug trace messages according to the WDC debug options – see `WDC_DBG_OPTIONS` [B.3.1.8] and `WDC_SetDebugOptions()` [B.3.49].

PROTOTYPE

```
void DLLCALLCONV WDC_Trace(
    const CHAR *format
    [, argument] ...);
```

PARAMETERS

Name	Type	Input/Output
➢ format	const CHAR*	Input
➢ argument		Input

DESCRIPTION

Name	Description
format	Format-control string, which contains the trace message to display. The string is limited to 256 characters (CHAR)
argument	Optional arguments for the format string

RETURN VALUE

None

B.3.52 WDC_GetWDHandle()

PURPOSE

• Returns a handle to WinDriver's kernel module, which is required by the basic `WD_xxx` WinDriver PCI/PCMCIA/ISA API, described in the **WinDriver PCI Low-Level API Reference** (see Remarks below).

PROTOTYPE

```
HANDLE DLLCALLCONV WDC_GetWDHandle(void);
```

RETURN VALUE

Returns a handle to WinDriver's kernel module, or INVALID_HANDLE_VALUE in case of a failure

REMARKS

- When using only the WDC API, you do not need to get a handle to WinDriver, since the WDC library encapsulates this for you. This function enables you to get the WinDriver handles used by the WDC library so you can pass it to low-level `WD_xxx` API, if such APIs are used from your code. In such cases, take care **not** to close the handle you received (using `WD_Close()`). The handle will be closed by the WDC library when it is closed, using `WDC_DriverClose()` [B.3.3]. The low-level `WD_xxx` API is described in the **WinDriver PCI Low-Level API Reference**.

B.3.53 WDC_GetDevContext()

PURPOSE

• Returns the device's user context information.

PROTOTYPE

```
PVOID DLLCALLCONV WDC_GetDevContext(WDC_DEVICE_HANDLE hDev);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC device, returned by `WDC_xxxDeviceOpen()` (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11])

RETURN VALUE

Returns a pointer to the device's user context, or `NULL` if not context has been set.

B.3.54 WDC_GetBusType()

PURPOSE

• Returns the device's bus type: `WD_BUS_PCI`, `WD_BUS_PCMCIA`, `WD_BUS_ISA` or `WD_BUS_UNKNOWN`.

PROTOTYPE

```
WD_BUS_TYPE DLLCALLCONV WDC_GetBusType(WDC_DEVICE_HANDLE hDev);
```

PARAMETERS

Name	Type	Input/Output
➢ hDev	WDC_DEVICE_HANDLE	Input

DESCRIPTION

Name	Description
hDev	Handle to a WDC device, returned by `WDC_xxxDeviceOpen()` (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11])

RETURN VALUE

Returns the device's bus type [B.5.1].

B.3.55 WDC_Sleep()

PURPOSE

• Delays execution for the specified duration of time (in microseconds).
By default the function performs a busy sleep (consumes the CPU).

PROTOTYPE

```
DWORD DLLCALLCONV WDC_Sleep(
    DWORD dwMicroSecs,
    WDC_SLEEP_OPTIONS options);
```

PARAMETERS

Name	Type	Input/Output
➢ dwMicroSecs	DWORD	Input
➢ options	WDC_SLEEP_OPTIONS	Input

DESCRIPTION

Name	Description
dwMicroSecs	The number of microseconds to sleep
options	Sleep options [B.3.1.7]

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.3.56 WDC_Version()

PURPOSE

• Returns the version number of the WinDriver kernel module used by the WDC library.

PROTOTYPE

```
DWORD DLLCALLCONV WDC_Version(
    CHAR *sVersion,
    DWORD *pdwVersion);
```

PARAMETERS

Name	Type	Input/Output
➢ sVersion	CHAR*	Output
➢ pdwVersion	DWORD*	Output

DESCRIPTION

Name	Description
sVersion	Pointer to a pre-allocated buffer to be filled by the function with the driver's version information string. The size of the version string buffer must be at least 128 bytes (characters).
pdwVersion	Pointer to a value indicating the version number of the WinDriver kernel module used by the WDC library

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.4 WDC Low Level API

This section described the WDC types and preprocessor definitions defined in the **WinDriver/include/wdc_defs.h** header file.

B.4.1 WDC_ID_U Union

WDC device ID information union type (used for PCI and PCMCIA devices):

Name	Type	Description
➢ pciId	WD_PCI_ID	PCI device ID information structure [B.5.6]
➢ pcmciaId	WD_PCMCIA_ID	PCMCIA device ID information structure [B.5.7]

B.4.2 WDC_ADDR_DESC Structure

PCI/PCMCIA/ISA device memory or I/O address space information structure type:

Name	Type	Description
➢ dwAddrSpace	DWORD	The address space number
➢ fIsMemory	BOOL	• **TRUE**: memory address space. • **FALSE**: I/O address space.
➢ dwItemIndex	DWORD	The index of the `WD_ITEMS` structure [B.5.10] for the address space, which is retrieved and stored by `WDC_xxxDeviceOpen()` in the `cardReg.Card.Item` array of the relevant WDC device information structure [B.4.3]
➢ dwBytes	DWORD	The address space's size (in bytes)
➢ kptAddr	KPTR	The kernel-mode mapping of the address space's physical base address. This address is used by the WDC API for accessing a memory or I/O region using the low-level `WD_Transfer()` or `WD_MultiTransfer()` APIs (described in the **WinDriver PCI Low-Level API Reference**), or when accessing memory address directly in the kernel.

Name	Type	Description
➢ dwUserDirectMemAddr	UPTR	The user-mode mapping of a memory address space's physical base address. This address is used for accessing memory addresses directly from the user mode

B.4.3 WDC_DEVICE Structure

PCI/PCMCIA/ISA device information structure type.
The `WDC_xxxDeviceOpen()` functions (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11]) allocate and return device structures of this type.

Name	Type	Description
➢ id	WDC_ID_U	Device ID information union (relevant for PCI and PCMCIA devices) – see [B.4.1]
➢ slot	WDC_SLOT_U	Device location information structure – see description of `WDC_SLOT_U` in section [B.3.1.9]
➢ dwNumAddrSpaces	DWORD	Number of address spaces found on the device
➢ pAddrDesc	WDC_ADDR_DESC*	Array of memory and I/IO address spaces information structures [B.4.2]
➢ cardReg	WD_CARD_REGISTER	WinDriver device resources information structure, returned by the low-level `WD_CardRegister()` function (see the **WinDriver PCI Low-Level API Reference**), which is called by the `WDC_xxxDeviceOpen()` functions
➢ kerPlug	WD_KERNEL_PLUGIN	Kernel PlugIn driver information structure [B.7.1]. This structure is filled by the `WDC_xxxDeviceOpen()` functions if the caller selects to use a Kernel PlugIn driver (otherwise this structure is not used) and is maintained by the WDC library.
➢ Int	WD_INTERRUPT	Interrupt information structure. This structure is filled by the `WDC_xxxDeviceOpen()` functions for devices that have interrupts, and is maintained by the WDC library.

Name	Type	Description
➢ hIntThread	DWORD	Handle to the interrupt thread that is spawn when interrupts are enabled. This handle is passed by WDC to the low-level WinDriver interrupt APIs. When using the WDC API you do not need to access this handle directly.
➢ Event	WD_EVENT	WinDriver Plug-and-Play and power management events information structure – see `EventRegister()` description in the **WinDriver PCI Low-Level API Reference** for details.
➢ hEvent	HANDLE	Handle used by the WinDriver `EventRegister()` / `EventUnregister()` functions (see the **WinDriver PCI Low-Level API Reference**) When using the WDC API you do not need to access this handle directly.
➢ pCtx	PVOID	Device context information. This information is received as a parameter by the `WDC_xxxDeviceOpen()` functions and stored in the device structure for future use by the calling application (optional)

B.4.4 PWDC_DEVICE

Pointer to a `WDC_DEVICE` structure [B.4.3] type:

```
typedef WDC_DEVICE *PWDC_DEVICE
```

B.4.5 WDC_MEM_DIRECT_ADDR Macro

PURPOSE

• Utility macro that returns a pointer that can be used for direct access to a specified memory address space from the context of the calling process.

PROTOTYPE

```
WDC_MEM_DIRECT_ADDR( pAddrDesc )
```

PARAMETERS

Name	Type	Input/Output
➢ pAddrDesc	WDC_ADDR_DESC*	Input

DESCRIPTION

Name	Description
pAddrDesc	Pointer to a WDC memory address space information structure [B.4.2]

RETURN VALUE

When called from the user mode, returns the user-mode mapping of the physical memory address (`pAddrDesc->dwUserDirectMemAddr`);
When called from the kernel mode, returns the kernel-mode mapping of the physical memory address (`pAddrDesc->kptAddr`).
The returned pointer can be used for accessing the memory directly from the user mode or kernel mode, respectively.

B.4.6 WDC_ADDR_IS_MEM Macro

PURPOSE

• Utility macro that checks if a given address space is a memory or I/O address space.

PROTOTYPE

```
WDC_ADDR_IS_MEM( pAddrDesc )
```

PARAMETERS

Name	Type	Input/Output
➢ pAddrDesc	WDC_ADDR_DESC*	Input

DESCRIPTION

Name	Description
pAddrDesc	Pointer to a WDC memory address space information structure [B.4.2]

RETURN VALUE

Returns `pAddrDesc->fIsMemory`, which is set to `TRUE` for a memory address space and to `FALSE` otherwise.

B.4.7 WDC_GET_ADDR_DESC Macro

PURPOSE

• Utility macro that retrieves a WDC address space information structure (`WDC_ADDR_DESC` [B.4.2]), which complies to the specified address space number.

PROTOTYPE

```
WDC_GET_ADDR_DESC(
    pDev,
    dwAddrSpace)
```

PARAMETERS

Name	Type	Input/Output
➢ pDev	PWDC_DEVICE	Input
➢ dwAddrSpace	DWORD	Input

DESCRIPTION

Name	Description
pDev	Pointer to a WDC device information structure [B.4.4]
dwAddrSpace	Address space number

RETURN VALUE

Returns a pointer to the device's address information structure (`WDC_ADDR_DESC` [B.4.2]) for the specified address space number – `pDev->pAddrDesc[dwAddrSpace]`.

B.4.8 WDC_GET_ENABLED_INT_TYPE Macro

PURPOSE

• Utility macro for retrieving the value of a WDC device's **`dwEnabledIntType`** `WD_INTERRUPT` field. This field is updated by `WDC_IntEnable()` [B.3.43] to indicate the interupt type enabled for the device, as detailed in the description of the macro's return value below.

PROTOTYPE

```
WDC_GET_ENABLED_INT_TYPE( pDev )
```

PARAMETERS

Name	Type	Input/Output
➢ pDev	PWDC_DEVICE	Input

DESCRIPTION

Name	Description
pDev	Pointer to a WDC device information structure [B.4.4]

RETURN VALUE

Returns the interrupt type enabled for the device:

- **`INTERRUPT_MESSAGE_X`**: Extended Message-Signaled Interrups (MSI-X).
- **`INTERRUPT_MESSAGE`**: Message-Signaled Interrups (MSI).
- **`INTERRUPT_LEVEL_SENSITIVE`**: legacy level sensitive interrupts.
- **`INTERRUPT_LATCHED`**: legacy edge triggered interrupts.
  The value of this flag is zero and it is applicable only when no other interrupt flag is set.

REMARKS

- The **Windows** APIs do not distinguish between MSI and MSI-X; therefore, on this OS the WinDriver functions set the **`INTERRUPT_MESSAGE`** flag for both MSI and MSI-X.
- Call this macro only after calling `WDC_IntEnable()` [B.3.43] to enable interrupts on your PCI card.
- This macro is normally relevant only in the case of PCI devices that support more than one type of interrupt.

B.4.9 WDC_IS_KP Macro

PURPOSE

• Utility macro that checks if a WDC device uses a Kernel PlugIn driver.

PROTOTYPE

```
WDC_IS_KP( pDev )
```

PARAMETERS

Name	Type	Input/Output
➢ pDev	PWDC_DEVICE	Input

DESCRIPTION

Name	Description
pDev	Pointer to a WDC device information structure [B.4.4]

RETURN VALUE

Returns `TRUE` if the device uses a Kernel PlugIn driver; otherwise returns `FALSE`.

B.5 WD_xxx Structures, Types and General Definitions

This section describes basic `WD_xxx` structures and types, which are used by the `WDC_xxx` APIs. The APIs described in this section are defined in the **WinDriver/include/windrvr.h** header file.

B.5.1 WD_BUS_TYP Enumeration

Bus types enumeration:

Enum Value	Description
WD_BUS_USB	Universal Serial Bus (USB)
WD_BUS_UNKNOWN	Unknown bus
WD_BUS_ISA	ISA bus
WD_BUS_EISA	EISA (ISA Plug-and-Play) bus
WD_BUS_PCI	PCI bus
WD_BUS_PCMCIA	PCMCIA bus

B.5.2 ITEM_TYPE Enumeration

Enumeration of card item types:

Enum Value	Description
ITEM_NONE	Unknown item type
ITEM_INTERRUPT	Interrupt item
ITEM_MEMORY	Memory item
ITEM_IO	I/O item
ITEM_BUS	Bus item

B.5.3 WD_PCMCIA_ACC_SPEED Enumeration

Enumeration of PCMCIA bus access speeds:

Enum Value	Description
WD_PCMCIA_ACC_SPEED_DEFAULT	Use the default PCMCIA bus access speed
WD_PCMCIA_ACC_SPEED_250NS	250 *ns*
WD_PCMCIA_ACC_SPEED_200NS	200 *ns*
WD_PCMCIA_ACC_SPEED_150NS	150 *ns*
WD_PCMCIA_ACC_SPEED_1000NS	100 *ns*

B.5.4 WD_PCMCIA_ACC_WIDTH Enumeration

Enumeration of PCMCIA bus width:

Enum Value	Description
WD_PCMCIA_ACC_WIDTH_DEFAULT	Use the default PCMCIA bus width
WD_PCMCIA_ACC_WIDTH_8BIT	8-bit
WD_PCMCIA_ACC_WIDTH_16BIT	16-bit

B.5.5 WD_PCMCIA_VPP Enumeration

Enumeration of the PCMCIA controller's Voltage Power Pin (Vpp) power levels:

Enum Value	Description
WD_PCMCIA_VPP_DEFAULT	Use the default power level of the PCMCIA Vpp pin
WD_PCMCIA_VPP_OFF	Set the voltage on the Vpp pin to zero (disable)
WD_PCMCIA_VPP_ON	Set the voltage on the Vpp pin to 12V (enable)
WD_PCMCIA_VPP_AS_VSS	Set the voltage on the Vpp pin to equal that of the Vcc pin

B.5.6 WD_PCI_ID Structure

PCI device identification information structure:

Name	Type	Description
➢ dwVendorId	DWORD	Vendor ID
➢ dwDeviceId	DWORD	Device ID

B.5.7 WD_PCMCIA_ID Structure

PCMCIA device identification information structure:

Name	Type	Description
➢ wManufacturerId	WORD	Manufacturer ID
➢ wCardId	WORD	Device ID

B.5.8 WD_PCI_SLOT Structure

PCI device location information structure:

Name	Type	Description
➢ dwBus	DWORD	PCI Bus number (0 based)
➢ dwSlot	DWORD	Slot number (0 based)
➢ dwFunction	DWORD	Function number (0 based)

B.5.9 WD_PCMCIA_SLOT Structure

PCMCIA device location information structure:

Name	Type	Description
➢ uBus	BYTE	PCMCIA Bus number (0 based)
➢ uSocket	BYTE	Socket number (0 based)
➢ uFunction	BYTE	Function number (0 based)

B.5.10 WD_ITEMS Structure

Card resources information structure:

Name	Type	Description
➢ item	DWORD	Item type – see the `ITEM_TYPE` enumeration [B.5.2]. This field is updated by the `WDC_XXXGetDeviceInfo()` functions (PCI: [B.3.7]; PCMCIA: [B.3.8]) or the low-level `WD_PciGetCardInfo()` and `WD_PcmciaGetCardInfo()` functions (see the **WinDriver PCI Low-Level API Reference**).
➢ fNotSharable	DWORD	If **TRUE**, only one application at a time can access the memory or I/O range, or monitor the device's interrupts. This field is updated by the `WDC_XXXGetDeviceInfo()` functions (PCI: [B.3.7]; PCMCIA: [B.3.8]) or the low-level `WD_PciGetCardInfo()` and `WD_PcmciaGetCardInfo()` functions (see the **WinDriver PCI Low-Level API Reference**).

Name	Type	Description
➢ dwOptions	DWORD	A bit-mask of item registration flags, applicable when calling one of the `WDC_xxxDeviceOpen()` functions (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11]) or the low-level `WD_CardRegister()` function (see the **WinDriver PCI Low-Level API Reference**). The mask can consist of a combination of any of the of the following `WD_ITEM_OPTIONS` enumeration values: • **`WD_ITEM_DO_NOT_MAP_KERNEL`**: This flag instructs the function to avoid mapping a memory address range to the kernel virtual address space and map the memory only to the user-mode virtual address space. See the Remarks to this function for more information. NOTE: This flag is applicable only to memory items. • **`WD_ITEM_ALLOW_CACHE`** (Windows 2000/XP/Server 2003/Vista and Windows CE only): Map the item's physical memory (`I.Mem.dwPhysicalAddr`) as cached. NOTE: This flag is applicable only to memory items that pertain to the host's RAM, as opposed to local memory on the card.
➢ I	union	Union of resources data, based on the item's type (**`item`**)
❑ Mem	struct	Memory item data (`item = ITEM_MEMORY`)

Name	Type	Description
❖ dwPhysicalAddr	DWORD	First address of the physical memory range. This field is updated by the `WDC_XXXGetDeviceInfo()` functions (PCI: [B.3.7]; PCMCIA: [B.3.8]) or the low-level `WD_PciGetCardInfo()` and `WD_PcmciaGetCardInfo()` functions (see the **WinDriver PCI Low-Level API Reference**).
❖ dwBytes	DWORD	Length (in bytes) of the memory range. This field is updated by the `WDC_XXXGetDeviceInfo()` functions (PCI: [B.3.7]; PCMCIA: [B.3.8]) or the low-level `WD_PciGetCardInfo()` and `WD_PcmciaGetCardInfo()` functions (see the **WinDriver PCI Low-Level API Reference**).
❖ dwTransAddr	DWORD	Kernel-mode mapping of the memory range's physical base address (**`dwPhysicalAddr`**). This field is updated by `WD_CardRegister()` (see the **WinDriver PCI Low-Level API Reference**), which is called from the `WDC_xxxDeviceOpen()` functions (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11]).
❖ dwUserDirectAddr	DWORD	User-mode mapping of the memory range's physical base address (**`dwPhysicalAddr`**). This field is updated by `WD_CardRegister()` (see the **WinDriver PCI Low-Level API Reference**), which is called from the `WDC_xxxDeviceOpen()` functions (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11]).

Name	Type	Description
✥ dwCpuPhysicalAddr	DWORD	Translation of the card's physical memory base address (**`dwPhysicalAddr`**) from bus-specific values to CPU values. This field is updated by `WD_CardRegister()` (see the **WinDriver PCI Low-Level API Reference**), which is called from the `WDC_xxxDeviceOpen()` functions (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11]).
✥ dwBar	DWORD	Base Address Register (BAR) number. This field is updated by the `WDC_XXXGetDeviceInfo()` functions (PCI: [B.3.7]; PCMCIA: [B.3.8]) or the low-level `WD_PciGetCardInfo()` and `WD_PcmciaGetCardInfo()` functions (see the **WinDriver PCI Low-Level API Reference**).
❏ IO	struct	I/O item data (`item = ITEM_IO`)
✥ dwAddr	DWORD	First address of the I/O range. This field is updated by the `WDC_XXXGetDeviceInfo()` functions (PCI: [B.3.7]; PCMCIA: [B.3.8]) or the low-level `WD_PciGetCardInfo()` and `WD_PcmciaGetCardInfo()` functions (see the **WinDriver PCI Low-Level API Reference**).
✥ dwBytes	DWORD	Length (in bytes) of the I/O range. This field is updated by the `WDC_XXXGetDeviceInfo()` functions (PCI: [B.3.7]; PCMCIA: [B.3.8]) or the low-level `WD_PciGetCardInfo()` and `WD_PcmciaGetCardInfo()` functions (see the **WinDriver PCI Low-Level API Reference**).

Name	Type	Description
❖ dwBar	DWORD	Base Address Register (BAR) number. This field is updated by the `WDC_XXXGetDeviceInfo()` functions (PCI: [B.3.7]; PCMCIA: [B.3.8]) or the low-level `WD_PciGetCardInfo()` and `WD_PcmciaGetCardInfo()` functions (see the **WinDriver PCI Low-Level API Reference**).
❑ Int	struct	Interrupt item data (`item = ITEM_INTERRUPT`)
❖ dwInterrupt	DWORD	Physical interrupt request (IRQ) number. This field is updated by the `WDC_XXXGetDeviceInfo()` functions (PCI: [B.3.7]; PCMCIA: [B.3.8]) or the low-level `WD_PciGetCardInfo()` and `WD_PcmciaGetCardInfo()` functions (see the **WinDriver PCI Low-Level API Reference**).

Name	Type	Description
✥ dwOptions	DWORD	Interrupt bit-mask, which can consist of a combination of any of the following flags: **Interrupt type flags:** • **`INTERRUPT_MESSAGE_X`** – Indicates that the hardware supports Extended Message-Signaled Interrups (MSI-X). This option is applicable only to PCI cards on Linux – see information in section 9.2.3. • **`INTERRUPT_MESSAGE`** – On Linux, indicates that the hardware supports Message-Signaled Interrups (MSI). On Windows, indicates that the hardware supports MSI or MSI-X. This option is applicable only to PCI cards on Linux and Windows Vista – see information in section 9.2.3. • **`INTERRUPT_LEVEL_SENSITIVE`** – Indicates that the hardware supports level sensitive interrupts. • **`INTERRUPT_LATCHED`** – indicates that the device supports legacy edge triggered interrupts. The value of this flag is zero, therefore it is applicable only when no other interrupt flag is set.

Name	Type	Description
❖ dwOptions (continued)	DWORD	**NOTES:** • For Plug-and-Play hardware (PCI/PCMCIA), use WinDriver's `WDC_PciGetDeviceInfo()` [B.3.7] (PCI) or `WDC_PcmciaGetDeviceInfo()` [B.3.8] (PCMCIA) function (or the low-level `WD_PciGetCardInfo()` or `WD_PcmciaGetCardInfo()` function) to retrieve the Plug-and-Play hardware information, including the supported interrupt types. For non-Plug-and-Play hardware, the relevant interrupt type flag (normally – `INTERRUPT_LATCHED`) should be set by the user in the call to `WDC_IsaDeviceOpen()` or to the low-level `WD_CardRegister()` function. **Miscellaneous interrupt options:** • **`INTERRUPT_CE_INT_ID`** – On Windows CE (unlike other operating systems), there is an abstraction of the physical interrupt number to a logical one. Setting this flag within the resources information passed to the relevant `WDC_xxxDeviceOpen()` function will instruct WinDriver to refer to the **`dwInterrupt`** value as a logical interrupt number and convert it to a physical interrupt number.

Name	Type	Description
❖ hInterrupt	DWORD	Handle to an internal WinDriver interrupt structure, required by the low-level `WD_xxx()` WinDriver interrupt APIs (see the **WinDriver PCI Low-Level API Reference**). This field is updated by `WD_CardRegister()` (see the **WinDriver PCI Low-Level API Reference**), which is called from the `WDC_xxxDeviceOpen()` functions (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11]).
❑ Bus	WD_BUS	Bus item data (`item = ITEM_BUS`)
❖ dwBusType	WD_BUS_TYPE	Device's bus type – see the `WD_BUS_TYPE` enumeration [B.5.1]
❖ dwBusNum	DWORD	Bus Number
❖ dwSlotFunc	DWORD	Slot/socket and function information for the device: The lower three bits represent the function number and the remaining bits represent the slot/socket number. For example: a value of 0x80 (<=> 10000000 binary) corresponds to a function number of 0 (lower 3 bits: 000) and a slot/socket number of 0x10 (remaining bits: 10000). This field is updated by the `WDC_XXXGetDeviceInfo()` functions (PCI: [B.3.7]; PCMCIA: [B.3.8]) or the low-level `WD_PciGetCardInfo()` and `WD_PcmciaGetCardInfo()` functions (see the **WinDriver PCI Low-Level API Reference**).
➢ Val	struct	Reserved for internal use

B.5.11 WD_CARD Structure

Card information structure:

Name	Type	Description
➢ dwItems	DWORD	Number of items (resources) on the card
➢ Item	WD_ITEMS [WD_CARD_ITEMS]	Array of card resources (items) information structures [B.5.10]

B.5.12 WD_PCI_CARD_INFO Structure

PCI card information structure:

Name	Type	Description
➢ pciSlot	WD_PCI_SLOT	PCI device location information structure [B.5.8], which can be acquired by calling `WDC_PciScanDevices()` [B.3.4] (or the low-level `WD_PciScanCards()` function – see the **WinDriver PCI Low-Level API Reference**)
➢ Card	WD_CARD	Card information structure [B.5.11]

B.5.13 WD_PCMCIA_CARD_INFO Structure

PCMCIA card information structure:

Name	Type	Description
➢ pcmciaSlot	WD_PCMCIA_SLOT	PCMCIA device location information structure [B.5.9], which can be acquired by calling `WDC_PcmciaScanDevices()` [B.3.6] (or the low-level `WD_PcmciaScanCards()` function – see the **WinDriver PCI Low-Level API Reference**)
➢ Card	WD_CARD	Card information structure [B.5.11]
➢ cVersion	CHAR [WD_PCMCIA_VERSION_LEN]	Version string
➢ cManufacturer	CHAR [WD_PCMCIA_ MANUFACTURER_LEN]	Manufacturer string
➢ cProductName	CHAR [WD_PCMCIA_ PRODUCTNAME_LEN]	Product string
➢ wManufacturerId	WORD	Manufacturer ID
➢ wCardId	WORD	Device ID
➢ wFuncId	WORD	Function ID

B.5.14 WD_DMA Structure

Direct Memory Access (DMA) information structure:

Name	Type	Description
➢ hDma	DWORD	DMA buffer handle (or 0 for a failed allocation). This handle is returned from `WDC_DMAContigBufLock()` [B.3.38] and `WDC_DMASGBufLock()` [B.3.39] (or from the low-level `WD_DMALock()` function – see the **WinDriver PCI Low-Level API Reference**)
➢ pUserAddr	PVOID	User-mode mapped address of the DMA buffer. This mapping is returned from `WDC_DMAContigBufLock()` [B.3.38] and `WDC_DMASGBufLock()` [B.3.39] (in this function the `pBuf` user-mode buffer provided by the caller is used), or from the low-level `WD_DMALock()` function (see the **WinDriver PCI Low-Level API Reference**). Note: if the `DMA_KERNEL_ONLY` flag was set in the DMA options bit-mask field (**`dwOptions`**), this field is not updated.
➢ pKernelAddr	KPTR	Kernel-mode mapped address of the DMA buffer. This mapping is returned from `WDC_DMAContigBufLock()` [B.3.38] and `WDC_DMASGBufLock()` [B.3.39] (on Windows 98/Me/2000/XP/Server 2003/Vista), or from the low-level `WD_DMALock()` function (for Contiguous Buffer DMA and for Scatter/Gather DMA on Windows 98/Me/2000/XP/Server 2003/Vista – see the **WinDriver PCI Low-Level API Reference**)
➢ dwBytes	DWORD	The size of the DMA buffer (in bytes)
➢ dwOptions	DWORD	DMA options bit-mask, which can consist of a combination of any of the enumeration values listed below. **NOTE:** Options that are also applicable to the `WDC_DMASGBufLock()` and `WDC_DMAContigBufLock()` functions (according to the descriptions below) should be set within these functions' `dwOptions` parameter. The `dwOptions` field of the `WD_DMA` structure returned by these functions will be updated accordingly.

Name	Type	Description
➢ dwOptions (continued)	DWORD	DMA flags: • **DMA_FROM_DEVICE**: Synchronize the DMA buffer for transfers from the device to memory. • **DMA_TO_DEVICE**: Synchronize the DMA buffer for transfers from memory to the device. • **DMA_TO_FROM_DEVICE**: Synchronize the DMA buffer for transfers in both directions – i.e. from the device to memory and from memory to the device (<=> `DMA_FROM_DEVICE | DMA_TO_DEVICE`). • **DMA_KERNEL_BUFFER_ALLOC**: Allocate a contiguous DMA buffer in the physical memory. The default behavior (when this flag is not set) is to allocate a Scatter/Gather DMA buffer. Set this flag when calling the low-level `WD_DMALock()` function to allocate a Contiguous DMA buffer (see the **WinDriver PCI Low-Level API Reference**). When using the WDC APIs there is no need to set this flag, since `WDC_DMAContigBufLock()` [B.3.38] sets it automatically, and `WDC_DMASGBufLock()` [B.3.39] is used to allocate Scatter/Gather DMA buffers, for which this flag is not applicable. • **DMA_KBUF_BELOW_16M**: Allocate the physical DMA buffer within the first 16MB of the main memory. This flag is applicable only to Contiguous Buffer DMA – i.e. when calling `WDC_DMAContigBufLock()` [B.3.38] or when calling the low-level `WD_DMALock()` flag with the `DMA_KERNEL_BUFFER_ALLOC` flag (see the **WinDriver PCI Low-Level API Reference**). • **DMA_LARGE_BUFFER**: Enable locking of a large DMA buffer – `dwBytes > 1MB`. This flag is applicable only to Scatter/Gather DMA. Set this flag when calling the low-level `WD_DMALock()` function to allocate a large DMA buffer (see the **WinDriver PCI Low-Level API Reference**). When using the WDC APIs there is no need to set this flag, since `WDC_DMASGBufLock()` [B.3.39] sets is automatically when called to allocate a large DMA buffer, and `WDC_DMASGBufLock()` [B.3.39] is used to allocate Contiguous DMA buffers, for which this flag is not applicable. • **DMA_ALLOW_CACHE**: Allow caching of the DMA buffer. • **DMA_KERNEL_ONLY_MAP**: Do not map the allocated DMA buffer to the user mode (i.e. map it to kernel-mode only). This flag is applicable only in cases where the `DMA_KERNEL_BUFFER_ALLOC` flag is applicable – see above. • **DMA_ALLOW_64BIT_ADDRESS**: Allow allocation of 64-bit DMA addresses, if supported by the target platform. This flag is supported on Windows, Linux and Solaris.

Name	Type	Description
➢ dwPages	DWORD	Number of physical memory blocks used for the allocated buffer. For Contiguous Buffer DMA this field is always set to 1.
➢ hCard	DWORD	Low-level WinDriver card handle, which is acquired by `WDC_xxxDeviceOpen()` (by calling `WD_CardRegister()` – see the **WinDriver PCI Low-Level API Reference**) and stored in the WDC device structure
➢ Page	WD_DMA_PAGE [WD_DMA_PAGES]	Array of physical memory pages information structures. For contiguous buffer DMA this array always holds only one element (see `dwPages`).
❏ pPhysicalAddr	KPTR	The page's physical address
❏ dwBytes	DWORD	The page's size (in bytes)

B.5.15 WD_TRANSFER Structure

Memory/IO read/write transfer command information structure:

Name	Type	Description
➢ cmdTrans	DWORD	A value indicating the type of transfer to perform – see definition of the `WD_TRANSFER_CMD` enumeration in **windrvr.h**. The transfer command can be of either of the following types: • A read/write transfer command that conforms to the following format: **`<dir><p>_[S]<size>`** Explanation: **`<dir>`**: **`R`** for read, **`W`** for write **`<p>`**: **`P`** for I/O, **`M`** for memory **`<S>`**: signifies a string (block) transfer, as opposed to a single transfer **`<size>`**: BYTE, WORD, DWORD or QWORD

Name	Type	Description
➢ cmdTrans (continued)	DWORD	• **`CMD_MASK`**: This command is applicable when passing interrupt transfer commands to the interrupt enable functions (`WDC_IntEnable()` [B.3.43] or the low-level `InterruptEnable()` or `WD_IntEnable()` functions – see the **WinDriver PCI Low-Level API Reference**). `CMD_MASK` is an interrupt mask command for determining the source of the interrupt: When this command is set, upon the arrival of an interrupt in the kernel WinDriver masks the value of the previous read command in the `WD_TRANSFER` commands array with the mask that is set in the relevant `Data` field union member of the mask transfer command. For example, for a `pTransCmds` `WD_TRANSFER` array, if `pTransCmds[i-1].cmdTrans` is `RM_BYTE`, WinDriver performs the following mask: `pTransCmds[i-1].Data.Byte & pTransCmds[i].Data.Byte`. If the mask is successful, the driver claims ownership of the interrupt and when the control is returned to the user mode, the interrupt handler routine that was passed to the interrupt enable function is invoked; otherwise, the driver rejects ownership of the interrupt, the interrupt handler routine is not invoked and the subsequent transfer commands in the array are not executed. (Acceptance and rejection of the interrupt is relevant only when handling legacy interrupts; since MSI/MSI-X interrupts are not shared, WinDriver will always accept control of such interrupts.) NOTE: A `CMD_MASK` command must be preceded by a read transfer command (`RM_XXX / RP_XXX`).
➢ dwPort	KPTR	The I/O port address or the kernel-mapped virtual memory address, which has been stored in the relevant device (`WDC_DEVICE` [B.4.3]): `dev.pAddrDesc[i].kptAddr` (where *i* is the index of the desired address space). (When using the low-level `WD_xxx()` APIs, these values are stored within the `dwAddr` (I/O) and `dwTransAddr` (memory) fields of the relevant `cardReg.Card.Item[i]` item – see the **WinDriver PCI Low-Level API Reference**).
➢ dwBytes	DWORD	The number of bytes to transfer

Name	Type	Description
➢ fAutoinc	DWORD	Relevant only for string (block) transfers: If **TRUE**, the I/O or memory port/address will be incremented after each block that is transferred; If **FALSE**, all data is transferred to/from the same port/address.
➢ dwOptions	DWORD	Must be zero
➢ Data	union	The data buffer for the transfer (input for write commands, output for read commands):
❏ Byte	BYTE	Used for 8-bit transfers
❏ Word	WORD	Used for 16-bit transfers
❏ Dword	UINT32	Used for 32-bit transfers
❏ Qword	UINT64	Used for 64-bit transfers
❏ pBuffer	PVOID	Used for string (block) transfers – a pointer to the data buffer for the transfer

B.6 Kernel PlugIn Kernel-Mode Functions

The following functions are callback functions which are implemented in your Kernel PlugIn driver, and which will be called when their calling event occurs. For example: `KP_Init()` [B.6.1] is the callback function that is called when the driver is loaded. Any code that you want to execute upon loading should be in this function.

`KP_Init()` sets the name of the driver and the `KP_Open()` function.

`KP_Open()` sets the rest of the driver's callback functions.

For example:

```
kpOpenCall->funcClose = KP_Close;
kpOpenCall->funcCall = KP_Call;
kpOpenCall->funcIntEnable = KP_IntEnable;
kpOpenCall->funcIntDisable = KP_IntDisable;
kpOpenCall->funcIntAtIrql = KP_IntAtIrql;
kpOpenCall->funcIntAtDpc = KP_IntAtDpc;
kpOpenCall->funcEvent = KP_Event;
```

NOTE
It is the convention of this reference guide to mark the Kernel PlugIn callback functions as `KP_XXX()` – i.e. `KP_Open()`, `KP_Call()`, etc. However, you are free to select any name that you wish for your Kernel PlugIn callback functions, apart from `KP_Init()`, provided you implement relevant callback functions in your Kernel PlugIn. The generated DriverWizard Kernel PlugIn code, for example, uses the selected driver name in the callback function names (e.g. for a <MyKP> driver: `KP_MyKP_Open()`, `KP_MyKP_Call()`, etc.).

B.6.1 KP_Init()

PURPOSE

• Called when the Kernel PlugIn driver is loaded.
Sets the name of the Kernel PlugIn driver and the `KP_Open()` [B.6.2] callback function.

PROTOTYPE

```
BOOL __cdecl KP_Init(KP_INIT *kpInit);
```

PARAMETERS

Name	Type	Input/Output
➢ kpInit	KP_INIT*	
❑ dwVerWD	DWORD	Output
❑ cDriverName	CHAR[12]	Output
❑ funcOpen	KP_FUNC_OPEN	Output

DESCRIPTION

Name	Description
kpInit	Pointer to a Kernel PlugIn initialization information structure [B.7.4]
➢ dwVerWD	The version of the WinDriver Kernel PlugIn library
➢ cDriverName	The device driver name (up to 12 characters)
➢ funcOpen	The `KP_Open()` callback function, which will be executed when `WD_KernelPlugInOpen()` (see the **WinDriver PCI Low-Level API Reference**) is called. `WD_KernelPlugInOpen()` is called from the `WDC_xxxDeviceOpen()` functions (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11]) when these functions are called with a valid Kernel PlugIn driver (set in the `pcKPDriverName` parameter).

RETURN VALUE

`TRUE` if successful. Otherwise `FALSE`.

REMARKS

- You must define the `KP_Init()` function in your code in order to link the Kernel PlugIn driver to WinDriver. `KP_Init()` is called when the driver is loaded. Any code that you want to execute upon loading should be in this function.

EXAMPLE

```
BOOL __cdecl KP_Init(KP_INIT *kpInit)
{
  /* Check if the version of the WinDriver Kernel
     PlugIn library is the same version
     as windrvr.h and wd_kp.h */
  if (kpInit->dwVerWD != WD_VER)
  {
      /* You need to re-compile your Kernel PlugIn
         with the compatible version of the WinDriver
         Kernel PlugIn library, windrvr.h and wd_kp.h */
     return FALSE;
  }

  kpInit->funcOpen = KP_Open;
  strcpy (kpInit->cDriverName, "KPDriver");  /* Up to 12 chars */

  return TRUE;
}
```

B.6.2 KP_Open()

PURPOSE

• Called when `WD_KernelPlugInOpen()` (see the **WinDriver PCI Low-Level API Reference**) is called from user mode.
`WD_KernelPlugInOpen()` is automatically called from the `WDC_xxxDeviceOpen()` functions (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11]) when these functions are called with a valid Kernel PlugIn driver (set in the `pcKPDriverName` parameter).

This function sets the rest of the Kernel PlugIn callback functions (`KP_Call()` [B.6.4], `KP_IntEnable()` [B.6.6], etc.) and performs any other desired initialization (such as allocating memory for the driver context and filling it with data passed from the user mode, etc.).
The returned driver context (`*ppDrvContext`) will be passed to rest of the Kernel PlugIn callback functions.

PROTOTYPE

```
BOOL __cdecl KP_Open(
    KP_OPEN_CALL *kpOpenCall,
    HANDLE hWD,
    PVOID pOpenData,
    PVOID *ppDrvContext);
```

PARAMETERS

Name	Type	Input/Output
➢ kpOpenCall	KP_OPEN_CALL	Input
➢ hWD	HANDLE	Input
➢ pOpenData	PVOID	Input
➢ ppDrvContext	PVOID*	Output

DESCRIPTION

Name	Description
kpOpenCall	Structure to fill in the addresses of the `KP_xxx()` callback functions [B.7.5]
hWD	The WinDriver handle that `WD_KernelPlugInOpen()` was called with
pOpenData	Pointer to data passed from user mode
ppDrvContext	Pointer to driver context data with which the `KP_Close()` [B.6.3], `KP_Call()` [B.6.4], `KP_IntEnable()` [B.6.6] and `KP_Event()` [B.6.5] functions will be called. Use this to keep driver specific information, which will be shared among these callbacks.

RETURN VALUE

`TRUE` if successful. If `FALSE`, the call to `WD_KernelPlugInOpen()` from the user mode will fail.

EXAMPLE

```
BOOL __cdecl KP_Open(KP_OPEN_CALL *kpOpenCall, HANDLE hWD,
            PVOID pOpenData, PVOID *ppDrvContext)
{
    kpOpenCall->funcClose = KP_Close;
    kpOpenCall->funcCall = KP_Call;
    kpOpenCall->funcIntEnable = KP_IntEnable;
    kpOpenCall->funcIntDisable = KP_IntDisable;
    kpOpenCall->funcIntAtIrql = KP_IntAtIrql;
    kpOpenCall->funcIntAtDpc = KP_IntAtDpc;
    kpOpenCall->funcEvent = KP_Event;

    /* You can allocate driver context memory here: */
    *ppDrvContext = malloc(sizeof(MYDRV_STRUCT));
    return *ppDrvContext!=NULL;
}
```

B.6.3 KP_Close()

PURPOSE

• Called when `WD_KernelPlugInClose()` (see the **WinDriver PCI Low-Level API Reference**) is called from user mode.
For devices that have been opened with a Kernel PlugIn driver – i.e. `WDC_xxxDeviceOpen()` (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11]) was called with a valid Kernel PlugIn driver (set in the `pcKPDriverName` parameter) – the `WDC_xxxDeviceClose()` functions (PCI [B.3.12] / PCMCIA [B.3.13] / ISA [B.3.14]) automatically call `WD_KernelPlugInClose()` in order to close the handle to the Kernel PlugIn driver.

This functions can be used to perform any required clean-up for the Kernel PlugIn (such as freeing memory previously allocated for the driver context, etc.).

PROTOTYPE

```
void __cdecl KP_Close(PVOID pDrvContext);
```

PARAMETERS

Name	Type	Input/Output
➢ pDrvContext	PVOID	Input

DESCRIPTION

Name	Description
pDrvContext	Driver context data that was set by `KP_Open()` [B.6.2]

RETURN VALUE

None

EXAMPLE

```
void __cdecl KP_Close(PVOID pDrvContext)
{
   if (pDrvContext)
        free(pDrvContext); /* Free allocated driver context memory */
}
```

B.6.4 KP_Call()

PURPOSE

• Called when the user-mode application calls `WDC_CallKerPlug()` [B.3.17] (or the low-level `WD_KernelPlugInCall()` function – see the **WinDriver PCI Low-Level API Reference**).

This function is a message handler for your utility functions.

PROTOTYPE

```
void __cdecl KP_Call(
    PVOID pDrvContext,
    WD_KERNEL_PLUGIN_CALL
    *kpCall,
    BOOL fIsKernelMode);
```

PARAMETERS

Name	Type	Input/Output
➢ pDrvContext	PVOID	Input/Output
➢ kpCall	WD_KERNEL_PLUGIN_CALL	
❑ dwMessage	DWORD	Input
❑ pData	PVOID	Input/Output
❑ dwResult	DWORD	Output
➢ fIsKernelMode	BOOL	Input

DESCRIPTION

Name	Description
pDrvContext	Driver context data that was set by `KP_Open()` [B.6.2] and will also be passed to `KP_Close()` [B.6.3], `KP_IntEnable()` [B.6.6] and `KP_Event()` [B.6.5]
kpCall	Structure with user-mode information received from the `WDC_CallKerPlug()` [B.3.17] (or from the low-level `WD_KernelPlugInCall()` function – see the **WinDriver PCI Low-Level API Reference**) and/or with information to return back to the user mode [B.7.3]
fIsKernelMode	This parameter is passed by the WinDriver kernel – see Remark below [B.6.4]

RETURN VALUE

None

REMARKS

- Calling `WDC_CallKerPlug()` [B.3.17] (or the low-level `WD_KernelPlugInCall()` function – see the **WinDriver PCI Low-Level API Reference**) in the user mode will call your `KP_Call()` [B.6.4] callback function in the kernel mode. The `KP_Call()` function in the Kernel PlugIn will determine which routine to execute according to the message passed to it.
- The `fIsKernelMode` parameter is passed by the WinDriver kernel to the `KP_Call()` routine. The user is not required to do anything about this parameter. However, notice how this parameter is passed in the sample code to the macro `COPY_TO_USER_OR_KERNEL` – This is required for the macro to function correctly. Please refer to section B.6.10 for more details regarding the `COPY_TO_USER_OR_KERNEL` and `COPY_FROM_USER_OR_KERNEL` macros.

EXAMPLE

```
void __cdecl KP_Call(PVOID pDrvContext,
   WD_KERNEL_PLUGIN_CALL *kpCall, BOOL fIsKernelMode)
{
    kpCall->dwResult = MY_DRV_OK;
    switch (kpCall->dwMessage)
    {
        /* In this sample we implement a GetVersion message */
        case MY_DRV_MSG_VERSION:
            {
              DWORD dwVer = 100;
              MY_DRV_VERSION *ver = (MY_DRV_VERSION *)kpCall->pData;
              COPY_TO_USER_OR_KERNEL(&ver->dwVer, &dwVer,
                  sizeof(DWORD), fIsKernelMode);
              COPY_TO_USER_OR_KERNEL(ver->cVer, "My Driver V1.00",
                  sizeof("My Driver V1.00")+1, fIsKernelMode);

              kpCall->dwResult = MY_DRV_OK;
            }
            break;
        /* You can implement other messages here */
        default:
            kpCall->dwResult = MY_DRV_NO_IMPL_MESSAGE;
    }
}
```

B.6.5 KP_Event()

PURPOSE

• Called when a Plug-and-Play or power management event for the device is received, provided the user-mode application first called `WDC_EventRegister()` [B.3.46] with `fUseKP = TRUE` (or the low-level `EventRegister()` function with a Kernel PlugIn handle – see **WinDriver PCI Low-Level API Reference**) (see the Remarks below).

PROTOTYPE

```
BOOL __cdecl KP_Event(
    PVOID pDrvContext,
    WD_EVENT *wd_event);
```

PARAMETERS

Name	Type	Input/Output
➢ pDrvContext	PVOID	Input/Output
➢ wd_event	WD_EVENT*	Input

DESCRIPTION

Name	Description
pDrvContext	Driver context data that was set by `KP_Open()` [B.6.2] and will also be passed to `KP_Close()` [B.6.3], `KP_IntEnable()` [B.6.6] and `KP_Call()` [B.6.4]
wd_event	Pointer to the PnP/power management event information received from the user mode

RETURN VALUE

`TRUE` in order to notify the user about the event.

REMARKS

- `KP_Event()` will be called if the user mode process called `WDC_EventRegister()` [B.3.46] with `fUseKP = TRUE` (or of the the low-level `EventRegister()` function was called with a Kernel PlugIn handle – see the **WinDriver PCI Low-Level API Reference**)

EXAMPLE

```
BOOL __cdecl KP_Event(PVOID pDrvContext, WD_EVENT *wd_event)
{
    /* Handle the event here */
    return TRUE; /* Return TRUE to notify the user about the event */
}
```

B.6.6 KP_IntEnable()

PURPOSE

• Called when `WD_IntEnable()` (see **WinDriver PCI Low-Level API Reference**) is called from the user mode with a Kernel PlugIn handle.
`WD_IntEnable()` is called automatically from `WDC_IntEnable()` [B.3.43] and `InterruptEnable()` (see **WinDriver PCI Low-Level API Reference**).

The interrupt context that is set by this function (`*ppIntContext`) will be passed to the rest of the Kernel PlugIn interrupt functions.

PROTOTYPE

```
BOOL __cdecl KP_IntEnable (
    PVOID pDrvContext,
    WD_KERNEL_PLUGIN_CALL *kpCall,
    PVOID *ppIntContext);
```

PARAMETERS

Name	Type	Input/Output
➢ pDrvContext	PVOID	Input/Output
➢ kpCall	WD_KERNEL_PLUGIN_CALL	Input
❑ dwMessage	DWORD	Input
❑ pData	PVOID	Input/Output
❑ dwResult	DWORD	Output
➢ ppIntContext	PVOID*	Input/Output

DESCRIPTION

Name	Description
pDrvContext	Driver context data that was set by `KP_Open()` [B.6.2] and will also be passed to `KP_Close()` [B.6.3], `KP_Call()` [B.6.4] and `KP_Event()` [B.6.5]
kpCall	Structure with information from `WD_IntEnable()` [B.7.3]
ppIntContext	Pointer to interrupt context data that will be passed to the `KP_IntDisable()` [B.6.7], `KP_IntAtIrql()` [B.6.8] and `KP_IntAtDpc()` [B.6.9] functions. Use this to keep interrupt specific information

RETURN VALUE

Returns `TRUE` if enable is successful; otherwise returns `FALSE`.

REMARKS

- This function should contain any initialization needed for your Kernel PlugIn interrupt handling.

EXAMPLE

```
BOOL __cdecl KP_IntEnable(PVOID pDrvContext,
     WD_KERNEL_PLUGIN_CALL *kpCall, PVOID *ppIntContext)
{
    DWORD *pIntCount;
    /* You can allocate specific memory for each interrupt
       in *ppIntContext */
    *ppIntContext = malloc(sizeof (DWORD));
    if (!*ppIntContext)
        return FALSE;
    /* In this sample the information is a DWORD used to
       count the incoming interrupts */
    pIntCount = (DWORD *) *ppIntContext;
    *pIntCount = 0; /* Reset the count to zero */
    return TRUE;
}
```

B.6.7 KP_IntDisable()

PURPOSE

• Called when `WD_IntDisable()` (see **WinDriver PCI Low-Level API Reference**) is called from the user mode for interrupts that were enabled in the Kernel PlugIn. `WD_IntDisable()` is called automatically from `WDC_IntDisable()` [B.3.44] and `InterruptDisable()` (see **WinDriver PCI Low-Level API Reference**).

• This function should free any memory that was allocated in `KP_IntEnable()` [B.6.6].

PROTOTYPE

```
void __cdecl KP_IntDisable(PVOID pIntContext);
```

PARAMETERS

Name	Type	Input/Output
➢ pIntContext	PVOID	Input

DESCRIPTION

Name	Description
pIntContext	Interrupt context data that was set by `KP_IntEnable()` [B.6.6]

RETURN VALUE

None

EXAMPLE

```
void __cdecl KP_IntDisable(PVOID pIntContext)
{
  /* You can free the interrupt specific memory
     allocated to pIntContext here */
  free(pIntContext);
}
```

B.6.8 KP_IntAtIrql()

PURPOSE

• High-priority interrupt handler routine, which is run at high interrupt request level. This function is called upon the arrival of interrupts that have been enabled using a Kernel PlugIn driver – see `WDC_IntEnable()` [B.3.43] or the low-level `InterruptEnable()` and `WD_IntEnable()` functions (see **WinDriver PCI Low-Level API Reference**).

PROTOTYPE

```
BOOL __cdecl KP_IntAtIrql(
    PVOID pIntContext,
    BOOL *pfIsMyInterrupt);
```

PARAMETERS

Name	Type	Input/Output
➢ pIntContext	PVOID	Input/Output
➢ pfIsMyInterrupt	BOOL*	Output

DESCRIPTION

Name	Description
pIntContext	Pointer to interrupt context data that was set by `KP_IntEnable()` [B.6.6] and will also be passed to `KP_IntAtDpc()` [B.6.9] (if executed) and `KP_IntDisable()` [B.6.7]
pfIsMyInterrupt	Set `*pfIsMyInterrupt` to `TRUE` if the interrupt belongs to this driver; otherwise set it to `FALSE` in order to enable the interrupt service routines of other drivers for the same interrupt to be called

RETURN VALUE

`TRUE` if deferred interrupt processing (DPC) is required; otherwise `FALSE`.

REMARKS

- Code running at IRQL will only be interrupted by higher priority interrupts.
- Code running at IRQL is limited by the following restrictions:
  - You may only access non-pageable memory.
  - You may only call the following functions (or wrapper functions that call these functions):
    - `WDC_xxx` read/write address or configuration space functions.
    - `WDC_MultiTransfer()` [B.3.24], `WD_Transfer()`, `WD_MultiTransfer()` or `WD_DebugAdd()` (see the **WinDriver PCI Low-Level API Reference**).
    - Specific kernel OS functions (such as WinDDK functions) that can be called from high interrupt request level. (Note that the use of such functions may break the code's portability to other operating systems).
  - You may not call `malloc()`, `free()`, or any `WDC_xxx()` or `WD_xxx()` API other than the aforementioned functions.
- The code performed at high interrupt request level should be minimal (e.g., only the code that acknowledges level-sensitive interrupts), since it is operating at a high priority. The rest of your code should be written at `KP_IntAtDpc()` [B.6.9], which runs at the deferred DISPATCH level and is not subject to the above restrictions.

EXAMPLE

```
BOOL __cdecl KP_IntAtIrql(PVOID pIntContext,
    BOOL *pfIsMyInterrupt)
{
    DWORD *pdwIntCount = (DWORD *) pIntContext;

    /* Check your hardware here to see if the interrupt belongs to you.
       If it does, you must set *pfIsMyInterrupt to TRUE.
       Otherwise, set *pfIsMyInterrupt to FALSE. */
    *pfIsMyInterrupt = FALSE;

    /* In this example we will schedule a DPC
       once in every 5 interrupts */
    (*pdwIntCount) ++;
    if (*pdwIntCount==5)
    {
        *pdwIntCount = 0;
        return TRUE;
    }

    return FALSE;
}
```

B.6.9 KP_IntAtDpc()

PURPOSE

• Deferred processing interrupt handler routine.
This function is called once the high-priority interrupt handling is completed, provided that `KP_IntAtIrql()` [B.6.8] returned `TRUE`.

PROTOTYPE

```
DWORD __cdecl KP_IntAtDpc(
    PVOID pIntContext,
    DWORD dwCount);
```

PARAMETERS

Name	Type	Input/Output
➢ pIntContext	PVOID	Input/Output
➢ dwCount	DWORD	Input

DESCRIPTION

Name	Description
pIntContext	Interrupt context data that was set by `KP_IntEnable()` [B.6.6], passed to `KP_IntAtIrql()` [B.6.8] and will be passed to `KP_IntDisable()` [B.6.7]
dwCount	The number of times `KP_IntAtIrql()` [B.6.8] returned `TRUE` since the last DPC call. If `dwCount` is 1, `KP_IntAtIrql()` requested a DPC only once since the last DPC call. If the value is greater than 1, `KP_IntAtIrql()` has already requested a DPC a few times, but the interval was too short, therefore `KP_IntAtDpc()` was not called for each DPC request.

RETURN VALUE

Returns the number of times to notify user mode (i.e., return from `WD_IntWait()` – see the **WinDriver PCI Low-Level API Reference**).

REMARKS

- Most of the interrupt handling should be implemented within this function (as opposed to the high-priority `KP_IntAtIrql()` [B.6.8] interrupt handler).
- If `KP_IntAtDpc()` returns with a value greater than zero, `WD_IntWait()` returns and the user-mode interrupt handler will be called in the amount of times set in the return value of `KP_IntAtDpc()`. If you do not want the user-mode interrupt handler to execute, `KP_IntAtDpc()` should return zero.

EXAMPLE

```
DWORD __cdecl KP_IntAtDpc(PVOID pIntContext, DWORD dwCount)
{
  /* Return WD_IntWait as many times as KP_IntAtIrql
     scheduled KP_IntAtDpc() */
  return dwCount;
}
```

B.6.10 COPY_TO_USER_OR_KERNEL, COPY_FROM_USER_OR_KERNEL

PURPOSE

• Macros for copying data from the user mode to the Kernel PlugIn and vice versa.

REMARKS

- The `COPY_TO_USER_OR_KERNEL` and `COPY_FROM_USER_OR_KERNEL` are macros used for copying data (when necessary) to/from user-mode memory addresses (respectively), when accessing such addresses from within the Kernel PlugIn. Copying the data ensures that the user-mode address can be used correctly, even if the context of the user-mode process changes in the midst of the I/O operation. This is particularly relevant for long operations, during which the context of the user-mode process may change. The use of macros to perform the copy provides a generic solution for all supported operating systems.
- Note that if you wish to access the user-mode data from within the `KP_IntAtIrql()` [B.6.8] or `KP_IntAtDpc()` [B.6.9] functions, you should first copy the data into some variable in the Kernel PlugIn before the execution of these routines.
- The `COPY_TO_USER_OR_KERNEL` and `COPY_FROM_USER_OR_KERNEL` macros are defined in the **WinDriver\include\kpstdlib.h** header file.
- For an example of using the `COPY_TO_USER_OR_KERNEL` macro, see the `KP_Call()` [B.6.4] implementation (`KP_PCI_Call()`) in the sample **WinDriver/samples/pci_diag/kp_pci/kp_pci.c** Kernel PlugIn file.
- To share a data buffer between the user-mode and Kernel PlugIn routines (e.g., `KP_IntAtIrql()` [B.6.8] and `KP_IntAtDpc()` [B.6.9]) safely, consider using the technique outlined in the technical document titled "How do I share a memory buffer between Kernel PlugIn and user-mode projects for DMA or other purposes?" found under the "Kernel PlugIn" technical documents section of the "Support" section.

B.6.11 Kernel PlugIn Synchronization APIs

This section describes the Kernel Plug-In synchronization APIs.
These APIs support the following synchronization mechanisms:

- Spinlocks [B.6.11.2 – B.6.11.5], which are used to synchronize between threads on a single or multiple CPU system.

  NOTE
  The Kernel PlugIn spinlock functions can be called from any context apart from high interrupt request level. Hence they can be called from any Kernel PlugIn function **except** for `KP_IntAtIrql()` [B.6.8]. Note that the spinlock functions **can** be called from `KP_IntAtDpc()` [B.6.9].

- Interlocked operations [B.6.11.6 – B.6.11.7], which are used for synchronizing access to a variable that is shared by multiple threads by performing complex operations on the variable in an atomic manner.

  NOTE
  The Kernel PlugIn interlocked functions can be called from any context in the Kernel PlugIn, including from high interrupt request level. Hence they can be called from any Kernel PlugIn function, **including** `KP_IntAtIrql()` [B.6.8] and `KP_IntAtDpc()` [B.6.9].

B.6.11.1 Kernel PlugIn Synchronization Types

The Kernel PlugIn synchronization APIs use the following types:

- **`KP_SPINLOCK`** – A Kernel PlugIn spinlock object structure:

  ```
  typedef struct _KP_SPINLOCK KP_SPINLOCK;
  ```

  `_KP_SPINLOCK` is an internal WinDriver spinlock object structure, opaque to the user.

- **`KP_INTERLOCKED`** – a Kernel PlugIn interlocked operations counter:

  ```
  typedef volatile int KP_INTERLOCKED;
  ```

B.6.11.2 kp_spinlock_init()

PURPOSE

• Initializes a new Kernel PlugIn spinlock object.

PROTOTYPE

```
KP_SPINLOCK * kp_spinlock_init(void);
```

RETURN VALUE

If successful, returns a pointer to the new Kernel PlugIn spinlock object [B.6.11.1], otherwise returns `NULL`.

B.6.11.3 kp_spinlock_wait()

PURPOSE

• Waits on a Kernel PlugIn spinlock object.

PROTOTYPE

```
void kp_spinlock_wait(KP_SPINLOCK *spinlock);
```

PARAMETERS

Name	Type	Input/Output
➢ spinlock	KP_SPINLOCK*	Input

DESCRIPTION

Name	Description
spinlock	Pointer to the Kernel PlugIn spinlock object [B.6.11.1] on which to wait

RETURN VALUE

None

B.6.11.4 kp_spinlock_release()

PURPOSE

• Releases a Kernel PlugIn spinlock object.

PROTOTYPE

```
void kp_spinlock_release(KP_SPINLOCK *spinlock);
```

PARAMETERS

Name	Type	Input/Output
➢ spinlock	KP_SPINLOCK*	Input

DESCRIPTION

Name	Description
spinlock	Pointer to the Kernel PlugIn spinlock object [B.6.11.1] to release

RETURN VALUE

None

B.6.11.5 kp_spinlock_uninit()

PURPOSE

• Un-initializes a Kernel PlugIn spinlock object.

PROTOTYPE

```
void kp_spinlock_uninit(KP_SPINLOCK *spinlock);
```

PARAMETERS

Name	Type	Input/Output
➢ spinlock	KP_SPINLOCK*	Input

DESCRIPTION

Name	Description
spinlock	Pointer to the Kernel PlugIn spinlock object [B.6.11.1] to un-initialize

RETURN VALUE

None

B.6.11.6 kp_interlocked_init()

PURPOSE

• Initializes a Kernel PlugIn interlocked counter.

PROTOTYPE

```
void kp_interlocked_init(KP_INTERLOCKED *target);
```

PARAMETERS

Name	Type	Input/Output
➢ target	KP_INTERLOCKED*	Input/Output

DESCRIPTION

Name	Description
target	Pointer to the Kernel PlugIn interlocked counter [B.6.11.1] to initialize

RETURN VALUE

None

B.6.11.7 kp_interlocked_uninit()

PURPOSE

• Un-initializes a Kernel PlugIn interlocked counter.

PROTOTYPE

```
void kp_interlocked_uninit(KP_INTERLOCKED *target);
```

PARAMETERS

Name	Type	Input/Output
➢ target	KP_INTERLOCKED*	Input/Output

DESCRIPTION

Name	Description
target	Pointer to the Kernel PlugIn interlocked counter [B.6.11.1] to un-initialize

RETURN VALUE

None

B.6.11.8 kp_interlocked_increment()

PURPOSE

• Increments the value of a Kernel PlugIn interlocked counter by one.

PROTOTYPE

```
int kp_interlocked_increment(KP_INTERLOCKED *target);
```

PARAMETERS

Name	Type	Input/Output
➢ target	KP_INTERLOCKED*	Input/Output

DESCRIPTION

Name	Description
target	Pointer to the Kernel PlugIn interlocked counter [B.6.11.1] to increment

RETURN VALUE

Returns the new value of the interlocked counter (`target`).

B.6.11.9 kp_interlocked_decrement()

PURPOSE

• Decrements the value of a Kernel PlugIn interlocked counter by one.

PROTOTYPE

```
int kp_interlocked_decrement(KP_INTERLOCKED *target);
```

PARAMETERS

Name	Type	Input/Output
➢ target	KP_INTERLOCKED*	Input/Output

DESCRIPTION

Name	Description
target	Pointer to the Kernel PlugIn interlocked counter [B.6.11.1] to decrement

RETURN VALUE

Returns the new value of the interlocked counter (`target`).

B.6.11.10 kp_interlocked_add()

PURPOSE

• Adds a specified value to the current value of a Kernel PlugIn interlocked counter.

PROTOTYPE

```
int kp_interlocked_add(
    KP_INTERLOCKED *target,
    int val);
```

PARAMETERS

Name	Type	Input/Output
➢ target	KP_INTERLOCKED*	Input/Output
➢ val	val	Input

DESCRIPTION

Name	Description
target	Pointer to the Kernel PlugIn interlocked counter [B.6.11.1] to which to add
val	The value to add to the interlocked counter (`target`)

RETURN VALUE

Returns the new value of the interlocked counter (`target`).

B.6.11.11 kp_interlocked_read()

PURPOSE

• Reads to the value of a Kernel PlugIn interlocked counter.

PROTOTYPE

```
int kp_interlocked_read(KP_INTERLOCKED *target);
```

PARAMETERS

Name	Type	Input/Output
➢ target	KP_INTERLOCKED*	Input

DESCRIPTION

Name	Description
target	Pointer to the Kernel PlugIn interlocked counter [B.6.11.1] to read

RETURN VALUE

Returns the value of the interlocked counter (`target`).

B.6.11.12 kp_interlocked_set()

PURPOSE

• Sets the value of a Kernel PlugIn interlocked counter to the specified value.

PROTOTYPE

```
void kp_interlocked_set(
    KP_INTERLOCKED *target,
    int val);
```

PARAMETERS

Name	Type	Input/Output
➢ target	KP_INTERLOCKED*	Input/Output
➢ val	val	Input

DESCRIPTION

Name	Description
target	Pointer to the Kernel PlugIn interlocked counter [B.6.11.1] to set
val	The value to set for the interlocked counter (`target`)

RETURN VALUE

None

B.6.11.13 kp_interlocked_exchange()

PURPOSE

• Sets the value of a Kernel PlugIn interlocked counter to the specified value and returns the previous value of the counter.

PROTOTYPE

```
int kp_interlocked_exchange(
    KP_INTERLOCKED *target,
    int val);
```

PARAMETERS

Name	Type	Input/Output
➢ target	KP_INTERLOCKED*	Input/Output
➢ val	val	Input

DESCRIPTION

Name	Description
target	Pointer to the Kernel PlugIn interlocked counter [B.6.11.1] to exchange
val	The new value to set for the interlocked counter (`target`)

RETURN VALUE

Returns the previous value of the interlocked counter (`target`).

B.7 Kernel PlugIn Structure Reference

This section contains detailed information about the different Kernel PlugIn related structures. **`WD_XXX`** structures are used in user-mode functions and **`KP_XXX`** structures are used in kernel-mode functions.

The Kernel PlugIn synchronization types are documented in section B.6.11.1.

B.7.1 WD_KERNEL_PLUGIN

Defines a Kernel PlugIn open command.

This structure is used by the low-level `WD_KernelPlugInOpen()` and `WD_KernelPlugInClose()` functions – see the **WinDriver PCI Low-Level API Reference**.

Name	Type	Description
➢ hKernelPlugIn	DWORD	Handle to a Kernel PlugIn
➢ pcDriverName	PCHAR	Name of Kernel PlugIn driver. Should be no longer than 12 characters. Should not include the VXD or SYS extension.
➢ pcDriverPath	PCHAR	This field should be set to NULL. WinDriver will search for the driver in the operating system's drivers/modules directory.
➢ pOpenData	PVOID	Data to pass to the `KP_Open()` [B.6.2] callback in the Kernel PlugIn.

B.7.2 WD_INTERRUPT

Interrupt information structure.

This structure is used by the low-level `InterruptEnable()`, `InterruptDisable()`, `WD_IntEnable()`, `WD_IntDisable()`, `WD_IntWait()` and `WD_IntCount()` functions.
`WDC_IntEnable()` [B.3.43] calls `InterruptEnable()`, which in turn calls `WD_IntEnable()`, `WD_IntWait()` and `WD_IntCount()`.
`WDC_IntDisable()` [B.3.44] calls `InterruptDisable()`, which calls `WD_IntDisable()`.

Name	Type	Description
➢ kpCall	WD_KERNEL_ PLUGIN_CALL	Kernel PlugIn message information structure [B.7.3]. This structure contains the handle to the Kernel PlugIn and additional information that should be passed to the kernel-mode interrupt handler. If the Kernel PlugIn handle is zero, the interrupt is installed without a Kernel PlugIn interrupt handler. If a valid Kernel PlugIn handle is set, this structure will passed as a parameter to the `KP_IntEnable()` [B.6.6] Kernel PlugIn callback function.

For information about the other members of `WD_INTERRUPT`, see the description of `InterruptEnable()` in the **WinDriver PCI Low-Level API Reference**.

B.7.3 WD_KERNEL_PLUGIN_CALL

Kernel PlugIn message information structure. This structure contains information that will be passed between a user-mode process and the Kernel PlugIn. The structure is used when passing messages to the Kernel PlugIn or when installing a Kernel PlugIn interrupt.

This structure is passed as a parameter to the Kernel PlugIn `KP_Call()` [B.6.4] and `KP_IntEnable()` [B.6.6] callback functions and is used by the low-level `WD_KernelPlugInCall()`, `InterruptEnable()` and `WD_IntEnable()` functions. `WD_KernelPlugInCall()` is called from the high-level `WDC_CallKerPlug()` function [B.3.17]. `InterruptEnable()` (which calls `WD_IntEnable()`) is called from the high-level `WDC_IntEnable()` function [B.3.43].

Name	Type	Description
➢ hKernelPlugIn	DWORD	Handle to a Kernel PlugIn, returned by `WD_KernelPlugInOpen()` (see the **WinDriver PCI Low-Level API Reference**), which is called from the `WDC_xxxDeviceOpen()` functions when opening a device with a Kernel PlugIn driver
➢ dwMessage	DWORD	Message ID to pass to the Kernel PlugIn
➢ pData	PVOID	Pointer to data to pass to the Kernel PlugIn
➢ dwResult	DWORD	Value set by the Kernel PlugIn, to return back to user mode

B.7.4 KP_INIT

This structure is used by the Kernel PlugIn `KP_Init()` function [B.6.1]. Its primary use is to notify WinDriver of the given driver's name and of which kernel-mode function to call when `WD_KernelPlugInOpen()` (see **WinDriver PCI Low-Level API Reference**) is called from the user mode.
`WD_KernelPlugInOpen()` is called from the high-level `WDC_xxxDeviceOpen()` functions (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11]) when these functions are called with a valid Kernel PlugIn driver (set in the `pcKPDriverName` parameter).

Name	Type	Description
➢ dwVerWD	DWORD	The version of the WinDriver Kernel PlugIn library.
➢ cDriverName	CHAR[12]	The device driver name, up to 12 characters.
➢ funcOpen	KP_FUNC_OPEN	The `KP_Open()` [B.6.2] kernel-mode function that WinDriver should call when `WD_KernelPlugInOpen()` (see **WinDriver PCI Low-Level API Reference**) is called from the user mode. `WD_KernelPlugInOpen()` is called from the high-level `WDC_xxxDeviceOpen()` functions (PCI [B.3.9] / PCMCIA [B.3.10] / ISA [B.3.11]) when these functions are called with a valid Kernel PlugIn driver (set in the `pcKPDriverName` parameter).

B.7.5 KP_OPEN_CALL

This is the structure through which the Kernel PlugIn defines the names of its callback functions (other than `KP_Open()`). It is used from the `KP_Open()` [B.6.2] Kernel PlugIn function, which sets the callbacks in the structure.

A Kernel PlugIn may implement 7 different callback functions (other than `KP_Open()` [B.6.2]):

funcClose – Called when the user-mode process is done with this instance of the driver.

funcCall – Called when the user mode process calls `WDC_CallKerPlug()` [B.3.17], or the low-level `WD_KernelPlugInCall()` function (see the **WinDriver PCI Low-Level API Reference**), which is called from `WDC_CallKerPlug()`. This is a general-purpose function. You can use it to implement any functionality that should run in kernel mode (except the interrupt handler, which is a special case). The `funcCall` callback determines which function to execute according to the message passed to it from the user mode.

funcIntEnable – Called when the user-mode process calls `WD_IntEnable()` with a Kernel PlugIn handle. `WD_IntEnable()` is called from `InterruptEnable()` (see **WinDriver PCI Low-Level API Reference**), which is called from the high-level `WDC_IntEnable()` function [B.3.43]. When calling `WDC_IntEnable()` with `fUseKP = TRUE`, the function calls `InterruptEnable()` with a Kernel PlugIn handle.
This callback function should perform any initialization required when enabling an interrupt.

funcIntDisable – Interrupt cleanup function, which is called when the user-mode process calls `WD_IntDisable()` – called from `InterruptDisable()` (see **WinDriver PCI Low-Level API Reference**), which is called from `WDC_IntDisable()` [B.3.44] – after having enabled interrupts using a Kernel PlugIn driver.

funcIntAtIrql – High-priority kernel-mode interrupt handler. This callback function is called at high interrupt request level when WinDriver processes the interrupt that is assigned to this Kernel PlugIn. If this function returns a value greater than zero, the `funcIntAtDpc()` callback is called as a deferred procedure call.

funcIntAtDpc – Most of your interrupt handler code should be written in this callback. It is called as a deferred procedure call, if `funcIntAtIrql()` returns a value greater than zero.

funcEvent – Called when a Plug-and-Play or power management event occurs, if the user-mode process first called `WDC_EventRegister()` [B.3.46] with `fUseKP = TRUE` (or if the low-level `EventRegister()` function was

called with a Kernel PlugIn handle – see **WinDriver PCI Low-Level API Reference**). This callback function should implement the desired kernel handling for Plug-and-Play and power management events.

Name	Type	Description
➢ funcClose	KP_FUNC_CLOSE	Name of your `KP_Close()` [B.6.3] function in the kernel.
➢ funcCall	KP_FUNC_CALL	Name of your `KP_Call()` [B.6.4] function in the kernel.
➢ funcIntEnable	KP_FUNC_INT_ENABLE	Name of your `KP_IntEnable()` [B.6.6] function in the kernel.
➢ funcIntDisable	KP_FUNC_INT_DISABLE	Name of your `KP_IntDisable()` [B.6.7] function in the kernel.
➢ funcIntAtIrql	KP_FUNC_INT_AT_IRQL	Name of your `KP_IntAtIrql()` [B.6.8] function in the kernel.
➢ funcIntAtDpc	KP_FUNC_INT_AT_DPC	Name of your `KP_IntAtDpc()` [B.6.9] function in the kernel.
➢ funcEvent	KP_FUNC_EVENT	Name of your `KP_Event()` [B.6.5] function in the kernel.

B.8 User-Mode Utility Functions

This section describes a number of user-mode utility functions you will find useful for implementing various tasks. These utility functions are multi-platform, implemented on all operating systems supported by WinDriver.

B.8.1 Stat2Str()

PURPOSE

• Retrieves the status string that corresponds to a status code.

PROTOTYPE

```
const char *Stat2Str(DWORD dwStatus);
```

PARAMETERS

Name	Type	Input/Output
➢ dwStatus	DWORD	Input

DESCRIPTION

Name	Description
dwStatus	A numeric status code

RETURN VALUE

Returns the verbal status description (string) that corresponds to the specified numeric status code.

REMARKS

See section B.9 for a complete list of status codes and strings.

B.8.2 get_os_type()

PURPOSE

• Retrieves the type of the operating system.

PROTOTYPE

```
OS_TYPE get_os_type(void);
```

RETURN VALUE

Returns the type of the operating system.
If the operating system type is not detected, returns `OS_CAN_NOT_DETECT`.

B.8.3 ThreadStart()

PURPOSE

• Creates a thread.

PROTOTYPE

```
DWORD ThreadStart(
    HANDLE *phThread,
    HANDLER_FUNC pFunc,
    void *pData);
```

PARAMETERS

Name	Type	Input/Output
➢ phThread	HANDLE*	Output
➢ pFunc	typedef void (*HANDLER_FUNC)(void *pData);	Input
➢ pData	VOID*	Input

DESCRIPTION

Name	Description
phThread	Returns the handle to the created thread
pFunc	Starting address of the code that the new thread is to execute. (The handler's prototype – `HANDLER_FUNC` – is defined in **utils.h**).
pData	Pointer to the data to be passed to the new thread

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.8.4 ThreadWait()

PURPOSE

• Waits for a thread to exit.

PROTOTYPE

```
void ThreadWait(HANDLE hThread);
```

PARAMETERS

Name	Type	Input/Output
➢ hThread	HANDLE	Input

DESCRIPTION

Name	Description
hThread	The handle to the thread whose completion is awaited

RETURN VALUE

None

B.8.5 OsEventCreate()

PURPOSE

• Creates an event object.

PROTOTYPE

```
DWORD OsEventCreate(HANDLE *phOsEvent);
```

PARAMETERS

Name	Type	Input/Output
➢ phOsEvent	HANDLE*	Output

DESCRIPTION

Name	Description
phOsEvent	The pointer to a variable that receives a handle to the newly created event object

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.8.6 OsEventClose()

PURPOSE

• Closes a handle to an event object.

PROTOTYPE

```
void OsEventClose(HANDLE hOsEvent);
```

PARAMETERS

Name	Type	Input/Output
➢ hOsEvent	HANDLE	Input

DESCRIPTION

Name	Description
hOsEvent	The handle to the event object to be closed

RETURN VALUE

None

B.8.7 OsEventWait()

PURPOSE

• Waits until a specified event object is in the signaled state or the time-out interval elapses.

PROTOTYPE

```
DWORD OsEventWait(
    HANDLE hOsEvent,
    DWORD dwSecTimeout);
```

PARAMETERS

Name	Type	Input/Output
➢ hOsEvent	HANDLE	Input
➢ dwSecTimeout	DWORD	Input

DESCRIPTION

Name	Description
hOsEvent	The handle to the event object
dwSecTimeout	Time-out interval of the event, in seconds. A time-out value of zero signifies an infinite wait.

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.8.8 OsEventSignal()

PURPOSE

• Sets the specified event object to the signaled state.

PROTOTYPE

```
DWORD OsEventSignal(HANDLE hOsEvent);
```

PARAMETERS

Name	Type	Input/Output
➢ hOsEvent	HANDLE	Input

DESCRIPTION

Name	Description
hOsEvent	The handle to the event object

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.8.9 OsEventReset()

PURPOSE

• Resets the specified event object to the non-signaled state.

PROTOTYPE

```
DWORD OsEventReset(HANDLE hOsEvent);
```

PARAMETERS

Name	Type	Input/Output
➢ hOsEvent	HANDLE	Input

DESCRIPTION

Name	Description
hOsEvent	The handle to the event object

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.8.10 OsMutexCreate()

PURPOSE

• Creates a mutex object.

PROTOTYPE

```
DWORD OsMutexCreate(HANDLE *phOsMutex);
```

PARAMETERS

Name	Type	Input/Output
➢ phOsMutex	HANDLE*	Output

DESCRIPTION

Name	Description
phOsMutex	The pointer to a variable that receives a handle to the newly created mutex object

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.8.11 OsMutexClose()

PURPOSE

• Closes a handle to a mutex object.

PROTOTYPE

```
void OsMutexClose(HANDLE hOsMutex);
```

PARAMETERS

Name	Type	Input/Output
➢ hOsMutex	HANDLE	Input

DESCRIPTION

Name	Description
hOsMutex	The handle to the mutex object to be closed

RETURN VALUE

None

B.8.12 OsMutexLock()

PURPOSE

• Locks the specified mutex object.

PROTOTYPE

```
DWORD OsMutexLock(HANDLE hOsMutex);
```

PARAMETERS

Name	Type	Input/Output
➢ hOsMutex	HANDLE	Input

DESCRIPTION

Name	Description
hOsMutex	The handle to the mutex object to be locked

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.8.13 OsMutexUnlock()

PURPOSE

• Releases (unlocks) a locked mutex object.

PROTOTYPE

```
DWORD OsMutexUnlock(HANDLE hOsMutex);
```

PARAMETERS

Name	Type	Input/Output
➢ hOsMutex	HANDLE	Input

DESCRIPTION

Name	Description
hOsMutex	The handle to the mutex object to be unlocked

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.8.14 PrintDbgMessage()

PURPOSE

• Sends debug messages to the debug monitor.

PROTOTYPE

```
void PrintDbgMessage(
    DWORD dwLevel,
    DWORD dwSection,
    const char *format
    [, argument]...);
```

PARAMETERS

Name	Type	Input/Output
➢ dwLevel	DWORD	Input
➢ dwSection	DWORD	Input
➢ format	const char*	Input
➢ argument		Input

DESCRIPTION

Name	Description
dwLevel	Assigns the level in the Debug Monitor, in which the data will be declared. If zero, `D_ERROR` will be declared. For more details please refer to `DEBUG_LEVEL` in **windrvr.h**.
dwSection	Assigns the section in the Debug Monitor, in which the data will be declared. If zero, `S_MISC` will be declared. For more details please refer to DEBUG_SECTION in **windrvr.h**.
format	Format-control string
argument	Optional arguments, limited to 256 bytes

RETURN VALUE

None

B.8.15 WD_LogStart()

PURPOSE

• Opens a log file.

PROTOTYPE

```
DWORD WD_LogStart(
    const char *sFileName,
    const char *sMode);
```

PARAMETERS

Name	Type	Input/Output
➢ sFileName	const char*	Input
➢ sMode	const char*	Input

DESCRIPTION

Name	Description
sFileName	Name of log file to be opened
sMode	Type of access permitted. For example, NULL or **w** opens an empty file for writing, and if the given file exists, its contents are destroyed; **a** opens a file for writing at the end of the file (i.e. append).

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

REMARKS

- Once a log file is opened, all API calls are logged in this file. You may add your own printouts to the log file by calling `WD_LogAdd()` [B.8.17].

B.8.16 WD_LogStop()

PURPOSE

• Closes a log file.

PROTOTYPE

```
VOID  WD_LogStop(void);
```

RETURN VALUE

None

B.8.17 WD_LogAdd()

PURPOSE

• Adds user printouts into log file.

PROTOTYPE

```
VOID DLLCALLCONV WD_LogAdd(
    const char *sFormat
    [, argument ]...);
```

PARAMETERS

Name	Type	Input/Output
➢ sFormat	const char*	Input
➢ argument		Input

DESCRIPTION

Name	Description
sFormat	Format-control string
argument	Optional format arguments

RETURN VALUE

Returns WD_STATUS_SUCCESS (0) on success, or an appropriate error code otherwise [B.9].

B.9 WinDriver Status Codes

B.9.1 Introduction

Most of the WinDriver functions return a status code, where zero (`WD_STATUS_SUCCESS`) means success and a non-zero value means failure. The `Stat2Str()` functions can be used to retrieve the status description string for a given status code. The status codes and their descriptive strings are listed below.

B.9.2 Status Codes Returned by WinDriver

Status Code	Description
WD_STATUS_SUCCESS	Success
WD_STATUS_INVALID_WD_HANDLE	Invalid WinDriver handle
WD_WINDRIVER_STATUS_ERROR	Error
WD_INVALID_HANDLE	Invalid handle
WD_INVALID_PIPE_NUMBER	Invalid pipe number
WD_READ_WRITE_CONFLICT	Conflict between read and write operations
WD_ZERO_PACKET_SIZE	Packet size is zero
WD_INSUFFICIENT_RESOURCES	Insufficient resources
WD_UNKNOWN_PIPE_TYPE	Unknown pipe type
WD_SYSTEM_INTERNAL_ERROR	Internal system error
WD_DATA_MISMATCH	Data mismatch
WD_NO_LICENSE	No valid license
WD_NOT_IMPLEMENTED	Function not implemented
WD_KERPLUG_FAILURE	Kernel PlugIn failure
WD_FAILED_ENABLING_INTERRUPT	Failed enabling interrupt
WD_INTERRUPT_NOT_ENABLED	Interrupt not enabled
WD_RESOURCE_OVERLAP	Resource overlap
WD_DEVICE_NOT_FOUND	Device not found
WD_WRONG_UNIQUE_ID	Wrong unique ID
WD_OPERATION_ALREADY_DONE	Operation already done
WD_SET_CONFIGURATION_FAILED	Set configuration operation failed
WD_CANT_OBTAIN_PDO	Cannot obtain PDO
WD_TIME_OUT_EXPIRED	Timeout expired
WD_IRP_CANCELED	IRP operation cancelled
WD_FAILED_USER_MAPPING	Failed to map in user space
WD_FAILED_KERNEL_MAPPING	Failed to map in kernel space
WD_NO_RESOURCES_ON_DEVICE	No resources on the device
WD_NO_EVENTS	No events
WD_INVALID_PARAMETER	Invalid parameter
WD_INCORRECT_VERSION	Incorrect WinDriver version installed
WD_TRY_AGAIN	Try again
WD_INVALID_IOCTL	Received an invalid IOCTL

Appendix C

Troubleshooting and Support

Please refer to http://www.jungo.com/support/support_windriver.html for additional resources for developers, including:

- Technical documents
- FAQs
- Samples
- Quick start guides

Appendix D

Evaluation Version Limitations

D.1 Windows WinDriver Evaluation Limitations

- Each time WinDriver is activated, an **Unregistered** message appears.
- When using DriverWizard, a dialogue box with a message stating that an evaluation version is being run appears on every interaction with the hardware.
- DriverWizard [4]:
  - Each time DriverWizard is activated, an **Unregistered** message appears.
  - An evaluation message is displayed on every interaction with the hardware using DriverWizard.
- WinDriver will function for only 30 days after the original installation.

D.2 Windows CE WinDriver Evaluation Limitations

- Each time WinDriver is activated, an **Unregistered** message appears.
- The WinDriver CE Kernel (**windrvr6.dll**) will operate for no more than 60 minutes at a time.
- DriverWizard [4] (used on a host Windows 2000/XP/Server 2003/Vista PC):
  - Each time DriverWizard is activated, an **Unregistered** message appears.
  - An evaluation message is displayed on every interaction with the hardware using DriverWizard.

- WinDriver CE emulation on Windows 2000/XP/Server 2003/Vista will stop working after 30 days.

D.3 Linux WinDriver Evaluation Limitations

- Each time WinDriver is activated, an **Unregistered** message appears.
- DriverWizard [4]:
  - Each time DriverWizard is activated, an **Unregistered** message appears.
  - An evaluation message is displayed on every interaction with the hardware using DriverWizard.
- WinDriver's kernel module will work for no more then 60 minutes at a time.

  In order to continue working, the WinDriver kernel module must be reloaded (remove and insert the module) using the following commands:

  To remove:
  ```
  /sbin/rmmod windrvr6
  ```
  To insert:
  ```
  /sbin/modprobe windrvr6
  ```

D.4 Solaris WinDriver Evaluation Limitations

- Each time WinDriver is activated, an **Unregistered** message appears.
- When using DriverWizard, a dialogue box with a message stating that an evaluation version is being run appears on every interaction with the hardware.
- DriverWizard [4]:
  - Each time DriverWizard is activated, an **Unregistered** message appears.
  - An evaluation message is displayed on every interaction with the hardware using DriverWizard.
- The Solaris kernel will work for no more then 60 minutes at a time. In order to continue working, WinDriver kernel module must be reloaded (remove and insert the module) using the following commands:

  To remove:
  ```
  /usr/sbin/rem_drv windrvr6
  ```
  To insert:
  ```
  /usr/sbin/add_drv windrvr6
  ```

Appendix E

Purchasing WinDriver

Fill in the order form found in **Start | WinDriver | Order Form** on your Windows start menu, and send it to Jungo via email, fax or mail (see details below).

Your WinDriver package will be sent to you via Fedex or standard postal mail. The WinDriver license string will be emailed to you immediately.

EMAIL

Support: support@jungo.com

Sales: sales@jungo.com

WEB

`http://www.jungo.com`

PHONE

USA (Toll-Free): 1-877-514-0537

Worldwide: +972-9-8859365

FAX

USA (Toll-Free): 1-877-514-0538

Worldwide: +972-9-8859366

POSTAL ADDRESS

Jungo Ltd.

P.O.Box 8493

Netanya 42504

ISRAEL

Appendix F

Distributing Your Driver – Legal Issues

WinDriver is licensed per-seat. The WinDriver license allows one developer on a single computer to develop an unlimited number of device drivers, and to freely distribute the created drivers without royalties, as outlined in the license agreement in the ***WinDriver/docs/license.pdf*** *file.*

Appendix G

Additional Documentation

Updated Manuals

The most updated WinDriver user manuals can be found on Jungo's site at: http://www.jungo.com/support/support_windriver.html.

Version History

If you wish to view WinDriver version history, refer to the WinDriver Release Notes: http://www.jungo.com/wdver.html.The release notes include a list of the new features, enhancements and fixes that have been added in each WinDriver version.

Technical Documents

For additional information, refer to the WinDriver Technical Documents database: http://www.jungo.com/support/tech_docs_indexes/main_index.html. This database includes detailed descriptions of WinDriver's features, utilities and APIs and their correct usage, troubleshooting of common problems, useful tips and answers to frequently asked questions.